



FEAT BIBLE

Storm Seeker

ELDER EVILS

MALEFIC

PROPERTIES

ELDER EVILS (3.5)

Hit Dice	Radius of Influence
15 or fewer	10 miles
16–30	100 miles
31–50	1,000 miles
51+	Worldwide

ANATHEMATIC SECRECY []

This malefic property shrouds an elder evil from discovery by divination spells of a divine origin.

Benefit: Any divine spell of the divination school automatically fails when used to ascertain information about an elder evil.

Divination spells that are also arcane function normally if they are cast by a nondivine spellcaster.

This ability is always active.

DARK VISITING []

An elder evil that has this property projects terrifying nightmares into the dreams of the gods' servants.

Benefit: Each living divine spellcaster who sleeps within the area of this malefic property must succeed on a Will save (DC 10 + 1/2 elder evil's HD + elder evil's Cha modifier) or be plagued with maddening dreams. Upon awakening, the caster takes 1d4+1 points of Wisdom damage and is fatigued for the remainder of the day. In addition, the caster does not benefit from the rest required to regain spells or spell slots, psionic power points, and the like.

An affected spellcaster whose Wisdom is reduced to half normal or lower by this effect is affected as if by an *insanity* spell (PH 244) while within the area of this malefic property.

This ability is always active.

DISCORD AND WOE []

The presence of an elder evil that has this property incites violence and suffering.

Benefit: Each round as a standard action, an elder evil can force a single living creature it can see that is within the area of this malefic property to make a Will save (DC 10 + 1/2 elder evil's HD + elder evil's Cha modifier).

On a failure, the creature's alignment changes to match that of the elder evil, and the target immediately enters a killing rage.

This frenzy functions as a barbarian's rage ability, except that the affected creature must attack the closest creature each round it remains enraged.

The raging creature takes 1 point of vile damage each round until it is killed or it manages to end the effect.

An affected creature is entitled to a new Will save each round to break free from the rage.

If it succeeds, its alignment reverts to normal, but the creature might suffer other consequences of the frenzy, such as violating a code of conduct.

DIVINE ENERVATION []

An elder evil that has this property can destroy the link between a deity and its mortal followers.

Benefit: All divine spellcasters lose the ability to regain spells so long as they remain within the area of this malefic property.

This interdiction does not interfere with spellcasting. This ability is always active.

DIVINE SCOURGE []

An elder evil that has this property can punish deities' servants with a powerful surge of profane energy.

Benefit: Once per day, as a swift action, the elder evil can unleash a deadly pulse throughout the area of this malefic property.

All divine spellcasters and extraplanar creatures within the area become sickened for 1d4 hours.

In addition, each affected creature must succeed on a Fortitude save (DC 10 + 1/2 elder evil's Hit Dice + elder evil's Con or Cha modifier, whichever is higher) or take 1 point of vile damage per Hit Die of the elder evil.

IMPERVIOUS TO THE DIVINE []

An elder evil that has this property cannot be affected by divine magic of any kind, regardless of the source.

Benefit: The elder evil is immune to all divine spells, whether from a spellcaster or a magic item.

It is also immune to spell-like and supernatural abilities of extraplanar creatures and deities.

This ability is always active.

TRUE DEATH []

The presence of an elder evil that has this property weakens the souls of living creatures so that they are lost on death.

Benefit: Any creature that dies within the area of this malefic property is forever dead.

Its soul has not passed to the Outer Planes but has died with the body; the creature cannot be raised by any means.

In addition, all spells and spell-like effects that have the death descriptor are cast at +4 caster level.

This ability is always active.

FEATS

ARMS AND EQUIPMENT GUIDE (3.0)

SIDEBAR FEATS

(CREATURE TYPE) TRAINER []

You are skilled at training a particular type of creature.

Prerequisite: Handle Animal 8 ranks.

Benefit: When you take this feat, choose a type of creature other than animal or beast.

You may rear and train creatures of that type, using the Handle Animal skill, as if they were beasts, provided their Intelligence score is 4 or lower.

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new creature type.

Exceptions: This feat does not increase the DCs for training creatures presented in the *Monster Manual*, such as the pegasus.

However, it lowers them when appropriate.

Normal: Handle Animal does not apply to training creatures other than animals or beasts.

BOOK OF EXALTED DEEDS (3.5)

MAIN SECTION FEATS

ANCESTRAL RELIC [GENERAL]

You own an ancestral heirloom and can invest it with increasing power.

Prerequisites: Any good alignment, character level 3rd.

Benefit: Choose an item you own.

The item must be of masterwork quality, and it must be an item that once belonged to a member of your family.

Alternatively, the item may have belonged to another person to whom you are somehow connected, such as another member of your religious order.

At any time, you may retreat to a consecrated or hallowed location and spend time in prayer in order to awaken the spirits in your ancestral relic.

This requires a sacrifice of valuable items worth the difference between the market price of the magic item your relic will become and the market price of your current relic.

This sacrifice does not have to be gold—you can sacrifice magic items or other goods worth the required amount, rather than selling your goods (at half value) to pay for the sacrifice.

You must spend 1 day per 1,000 gp value you sacrifice.

During this time, you must spend at least 8 hours each day in prayer or meditation, not stopping to eat or rest.

For example, a 4th-level paladin has a masterwork bastard sword she inherited from her grandfather.

She makes sacrifices worth 2,000 gp and spends two days in prayer and fasting in the temple of Heironeous.

When she emerges, her devotion has awakened the magic inherent in the blade, making it a +1 *bastard sword*.

When she reaches 7th level, she once again retreats to the temple for 6 days, sacrificing items worth an additional 6,000 gp to make her weapon a +2 *bastard sword* (market price 8,000 gp).

When she reaches 11th level, she can make it a +2 *holy bastard sword* by making sacrifices worth 24,000 gp (the difference between 32,000 and 8,000 gp) and spending 24 days in prayer.

A character's level dictates the maximum value of his or her ancestral relic, as shown in Table 4–2.

No character may have more than one ancestral relic.

TABLE 4–2: ANCESTRAL RELIC

Character Level	Maximum Relic Value	Character Level	Maximum Relic Value
3rd	1,350 gp	12th	44,000 gp
4th	2,700 gp	13th	55,000 gp
5th	4,500 gp	14th	75,000 gp
6th	6,500 gp	15th	100,000 gp
7th	9,500 gp	16th	130,000 gp
8th	13,500 gp	17th	170,000 gp
9th	18,000 gp	18th	220,000 gp
10th	24,500 gp	19th	290,000 gp
11th	33,000 gp	20th	380,000 gp

ANIMAL FRIEND [EXALTED]

Animals respond favorably to the aura of goodness that exudes from you.

Prerequisites: Cha 15, wild empathy class feature.

Benefit: You receive a +4 exalted bonus on wild empathy checks to sway the attitudes of animals and good-aligned magical beasts (including, but not limited to, blink dogs, unicorns, pegasi, and animals with the celestial template).

In the case of good magical beasts, this bonus simply eliminates the penalty you normally take when trying to deal with magical beasts rather than animals.

CELESTIAL FAMILIAR [EXALTED]

As long as you are able to acquire a new familiar, you may receive a celestial as a familiar.

Prerequisites: Able to acquire a new familiar, minimum level requirement (see below).

Benefit: When choosing a familiar, the following creatures are also available to you.

You must choose a familiar whose alignment is the same as yours.

Familiar	Alignment	Arcane Spellcaster Level
Celestial animal ¹	Any good	3rd
Coure eladrin	Chaotic good	7th
Lantern archon	Lawful good	7th
Musteval guardinal	Neutral good	7th

¹ Apply the celestia template to any animal from the standard familiar list. Unlike other celestia familiars, a celestia animal grants its master the standard benefit for having an animal familiar of that type.

The celestia familiar is magically linked to its master like a normal familiar.

The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual* or this volume, except as noted below.

Hit Dice: For effects related to Hit Dice, use the master's level or the familiar's normal total, whichever is higher.

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better.

Saving Throws: Use the master's base save bonuses if they are better than the familiar's.

Familiar Special Abilities: Use the information in the Familiars sidebar on pages 52–53 of the *Player's Handbook* to determine additional abilities as you would for a normal familiar.

With the exception of celestia animals, celestia familiars do not grant their masters any of the benefits that appear in that sidebar.

CELESTIAL MOUNT [EXALTED]

Your special mount is a true creature of the heavens.

Prerequisites: Paladin level 4th.

Benefit: Your special mount gains the celestia creature template.

It gains the ability to smite evil once per day, darkvision out to 60 feet, resistances (acid, cold, and electricity) based on its total Hit Dice, and damage reduction and spell resistance that increase as its Hit Dice increase.

See the celestia creature template in the *Monster Manual* for details.

CONSECRATE SPELL [METAMAGIC]

You can imbue your spells with the raw energy of good, by the grace of a celestia power.

Prerequisites: Any good alignment.

Benefit: A spell you modify with this feat gains the good descriptor.

Furthermore, if the spell deals damage, half that damage (rounded down) results from divine power and can't be reduced by resistance or immunity to energy-based attacks. For example, if a consecrated *lightning bolt* cast by a 7th-level wizard deals 24 points of damage, 12 points of that is electricity damage and the other 12 points is not.

Thus, a nongood creature immune to electricity still takes 12 points of damage if it fails its Reflex save.

A consecrated spell uses up a spell slot one level higher than the spell's actual level.

CONSECRATE SPELL-LIKE ABILITY [GENERAL]

You can channel holy power into your spell-like abilities.

Prerequisites: Any good alignment.

Benefit: This feat adds the good descriptor to a spell-like ability.

Furthermore, if the ability deals damage, half that damage (rounded down) results from divine power and can't be reduced by resistance or immunity to energy-based attacks. For example, if a consecrated *lightning bolt* from an avoral deals 31 points of damage, 16 points of that is electricity damage and the other 15 points is not.

Thus, a nongood creature immune to electricity still takes 15 points of damage if it fails its Reflex save.

Each of your spell-like abilities can be consecrated three times per day, though this feat does not allow you to exceed your normal usage limit for any ability.

Thus, if a tulani eladrin chooses to consecrate its *chain lightning* ability, it can use a consecrated *chain lightning* up to three times that day.

Thereafter, it could use its *chain lightning* ability again normally (since it can use *chain lightning* at will), or it could consecrate another of its spell-like abilities, such as *meteor swarm*.

CONSECRATE SPELL TRIGGER [EXALTED]

You can channel holy power through a spell trigger item, such as a wand or staff.

Prerequisites: Craft Wand or Craft Staff, ability to turn undead.

Benefit: When you use a spell trigger item, such as a wand or staff, you can use one of your turning attempts for the day to trigger the item.

You still expend a charge from the wand or staff.

The spell cast by the item is modified as though it had the Consecrate Spell feat applied to it.

EXALTED COMPANION [EXALTED]

Instead of an animal companion, you have a magical beast of good alignment.

Prerequisites: Able to acquire a new animal companion, minimum level requirement (see below).

Benefit: When choosing an animal companion, you may choose a magical beast as shown on the table below.

You must choose a companion whose alignment is the same as yours, so only a ranger can have a blink dog, pegasus, or unicorn as a companion.

Even though your companion is a magical beast, you can cast spells on it as though it were an animal.

The exalted companion has all the normal abilities of a typical creature of its kind, as well as the characteristics of an animal companion determined by the druid or ranger's level.

Companion	Alignment	Druid Level ^{1, 2}
Celestial animal ³	Any good	4
Blink dog	Lawful good	4th (-3)
Asperi ⁵	Neutral good	7th (-6)
Giant eagle	Neutral good	7th (-6)
Giant owl	Neutral good	7th (-6)
Pegasus	Chaotic good	7th (-6)
Unicorn	Chaotic good	7th (-6)

- 1 A ranger's effective druid level, for purposes of this feat, is half his ranger level.
- 2 Subtract the number in parentheses from the druid's level (or the ranger's effective druid level) for purposes of determining the companion's characteristics and special abilities as shown on page 36 of the *Player's Handbook*.
- 3 Apply the celestia creature template to a potential animal companion listed in the *Player's Handbook*.
- 4 Subtract an extra -1 from the druid's level (or the ranger's effective druid level) for purposes of determining the companion's characteristics and special abilities.
- 5 Monster detailed in the *Monster Manual II*.

EXALTED SMITE [EXALTED]

Your smite ability is empowered with holy energy.

Prerequisites: Smite evil class ability.

Benefit: When you use your smite evil ability, your weapon is considered good-aligned for purposes of bypassing damage reduction.

EXALTED SPELL RESISTANCE [EXALTED]

You are particularly resistant to evil spells.

Prerequisites: Cha 15, spell resistance.

Benefit: Against evil spells (spells with the evil designator) and spell-like abilities used by evil outsiders, your spell resistance increases by +4.

EXALTED TURNING [EXALTED]

You turn undead with such power that affected undead take damage.

Prerequisites: Ability to turn undead.

Benefit: Any undead creature that you turn takes 3d6 points of damage in addition to the normal turning effect.

EXALTED WILD SHAPE [EXALTED, WILD]

You can use your wild shape ability to take the form of a good-aligned magical beast.

Prerequisites: Wild shape class ability, wild shaping class level 8th.

Benefit: You can use your wild shape ability to turn yourself into a blink dog, giant eagle, giant owl, pegasus, or unicorn.

You can also turn into a celestia version of any animal you could normally transform into.

(At the DM's discretion, other magical beast forms might be available to you.

In general, only creatures of CR 3 or lower are possible). You gain the extraordinary and supernatural abilities of the creature.

This ability counts as a use of your wild shape ability and functions the same way.

FAVORED OF THE COMPANIONS [EXALTED]

You swear allegiance to Talisid or one of the Five Companions, the paragons of the guardinals, and in exchange gain power to act on their behalf.

Benefit: Once per day, while performing an act of good, you may call upon your guardinal patron to gain a +1 luck bonus on any one roll or check.

Special: Once you take this feat, you may not take it again, nor can you take either the Servant of the Heavens feat or the Knight of Stars feat.

Your allegiance is only yours to give once.

FIST OF THE HEAVENS [EXALTED]

Your stunning attack is empowered by celestia might.

Prerequisites: Wis 15, Sanctify Ki Strike, Stunning Fist.

Benefit: The saving throw DC of your Stunning Fist increases by 2 when you use it against an evil creature. If the stunning attack succeeds, the creature is staggered for 1 round following the round it is stunned.

Special: A fighter may select Fist of the Heavens as one of his fighter bonus feats.

GIFT OF FAITH [EXALTED]

You have an unusual capacity to trust in divine providence working all things for the good.

Prerequisites: Wis 13.

Benefit: You gain a +2 bonus on saving throws to resist any fear effect, despair effect (such as the *crushing despair* spell), or similar mind-affecting condition, but not charms or compulsions (such as the *charm person* and *dominate person* spells).

GIFT OF GRACE [EXALTED]

You can improve the saving throws of your allies by sharing some of your divine grace.

Prerequisites: Divine grace class ability.

Benefit: You can give up some of your saving throw bonus granted by divine grace and share it with one or more other characters.

You can sacrifice any amount of your own divine grace, up to your full Charisma bonus.

You can divide that bonus among allies that you touch, to a maximum of one ally per character level you possess.

For example, if you are a 5th-level paladin with a +3 Charisma bonus, you can give three characters each a +1 bonus on their saving throws, one character a +3 bonus, two characters a +1 bonus (keeping a +1 bonus for yourself), or any similar division of your +3 bonus.

This shared divine grace lasts for one day or until you revoke it (as a free action).

HANDS OF A HEALER [EXALTED]

You can heal more damage than normal by laying on hands.

Benefit: When determining how many hit points you can cure, treat your Charisma score as if it were 2 points higher.

For example, a 7th-level paladin with a 16 Charisma could cure up to 28 points of damage per day with this feat.

HOLY KI STRIKE [EXALTED]

Your unarmed attacks deal extra damage to evil creatures.

Prerequisites: Cha 15, Improved Unarmed Strike, Ki strike (holy), Sanctify Ki Strike.

Benefit: Your unarmed strike deals 2d6 points of extra holy damage to evil creatures.

In addition, it is considered holy, which means that it can bypass the damage reduction of some evil outsiders.

This does not stack with the extra damage from the Sanctify Ki Strike feat.

HOLY RADIANCE [EXALTED]

You can increase the intensity of the light surrounding you to damage undead creatures.

Prerequisites: Cha 15, Nimbus of Light.

Benefit: At will, as a free action, you can empower the radiance surrounding you into a blazing glow that sheds bright light in a 10-foot radius (and shadowy illumination out to 20 feet).

Undead within 10 feet of you take 1d4 points of damage per round they remain within your halo.

HOLY SUBDUAL [EXALTED]

You can turn bonus damage into nonlethal damage.

Prerequisites: Subduing Strike.

Benefit: When you use your weapon to deal nonlethal damage, you can also transform bonus damage from a holy weapon, your smite evil class ability, or your smite granted power into nonlethal damage.

Special: A fighter may select Holy Subdual as one of his fighter bonus feats.

INTUITIVE ATTACK [EXALTED]

You fight by faith more than brute strength.

Prerequisites: Base attack bonus +1.

Benefit: With a simple weapon of your size or a natural weapon, you may use your Wisdom modifier instead of your Strength modifier on attack rolls.

Special: A fighter may select Intuitive Attack as one of his fighter bonus feats.

KNIGHT OF STARS [EXALTED]

You swear allegiance to the Court of Stars, the paragons of the eladrin, and in exchange gain power to act on their behalf.

Benefit: Once per day, while performing an act of good, you may call upon your eladrin patron to gain a +1 luck bonus on any one roll or check.

Special: Once you take this feat, you may not take it again, nor can you take either the Servant of the Heavens feat or the Favored of the Companions feat. Your allegiance is only yours to give once.

NEMESIS [EXALTED]

You are the holy bane of creatures of a particular type.

Prerequisites: Favored enemy class ability.

Benefit: Choose one of your favored enemies.

You can sense the presence of creatures of this type within 60 feet, as well as pinpoint their exact location (distance and direction) relative to you.

Normal barriers and obstructions do not block this supernatural ability, allowing you to sense the presence and location of creatures behind doors or walls, for example.

This feat does not allow you to see an invisible or hidden creature (although you can still discern its location).

In addition to sensing the presence of your favored enemy, you deal +1d6 points of damage on weapon attack rolls made against evil representatives of the favored enemy creature type.

Special: You can choose this feat multiple times.

Its effects do not stack.

Each time you select this feat, it applies to a different favored enemy.

NIMBUS OF LIGHT [EXALTED]

You are cloaked in a radiant light that marks you as a servant of the purest ideals.

All who look upon you know without a doubt that you are a champion of good and are favored by the powers of the Upper Planes.

The nimbus may take the form of a cloud surrounding your entire body, or it may appear as beams of light around your head.

Benefit: Good creatures automatically recognize the radiance surrounding you as a sign of your purity and devotion to the powers of good.

You gain a +2 circumstance bonus on all Diplomacy and Sense Motive checks made when interacting with good creatures.

Your radiance sheds light as a common lamp: bright light to a radius of 5 feet and shadowy illumination to 10 feet.

You can extinguish this radiance at will and reactivate it again as a free action.

NONLETHAL SUBSTITUTION [METAMAGIC]

You can modify a spell that uses energy to deal damage to deal nonlethal damage instead.

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic.

You can modify a spell with the chosen designator to deal nonlethal damage instead of energy damage.

The altered spell works normally in all respects except the type of damage dealt.

For example, a nonlethal *fireball* spell works in the usual way except it deals nonlethal damage instead of fire damage.

A nonlethal spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

NYMPH'S KISS [EXALTED]

By maintaining an intimate relationship with a good-aligned fey (such as a nymph or dryad), you gain some of the characteristics of fey.

Benefit: Fey creatures regard you as though you were fey. You gain a +2 circumstance bonus on all Charisma-related checks, and a +1 bonus on all saving throws against spells and spell-like abilities.

Starting with the level when you take this feat, you gain 1 extra skill point per level.

PURIFY SPELL [METAMAGIC]

You can charge your damaging spells with celestial energy that leaves good creatures unharmed.

Prerequisites: Any good alignment.

Benefit: A spell you modify with this feat gains the good descriptor.

Furthermore, if the spell deals damage, neutral creatures take half damage, or one-quarter with a successful saving throw (if allowed), while good creatures take no damage at all.

Evil outsiders affected by the spell take extra damage: The spell's damage is increased by one die type (each 1d6 becomes 1d8, each 1d8 becomes 2d6, and so on, using the same progression as weapons increasing in size).

For example, a purified *lightning bolt* cast by a 7th-level wizard deals 7d6 points of electricity damage to evil creatures, half damage to neutral creatures, and no damage at all to good creatures caught in its path.

Evil outsiders (except ones immune to electricity) take 7d8 points of damage.

A purified spell uses up a spell slot one level higher than the spell's actual level.

PURIFY SPELL-LIKE ABILITY [GENERAL]

You can charge your damaging spell-like abilities with celestial energy that leaves good creatures unharmed.

Prerequisites: Any good alignment.

Benefit: This feat adds the good descriptor to a spell-like ability.

Furthermore, if the ability deals damage, neutral creatures take half damage, or one-quarter with a successful saving throw (if allowed), while good creatures take no damage at all.

Evil outsiders affected by the ability take extra damage: The ability's damage is increased by one die type (each 1d6 becomes 1d8, each 1d8 becomes 2d6, and so on, using the same progression as weapons increasing in size).

For example purified *lightning bolt* cast by an avoral deals 8d6 points of electricity damage to evil creatures, half damage to neutral creatures, and no damage at all to good creatures caught in its path.

Evil outsiders (except ones immune to electricity) take 8d8 points of damage.

Each of your spell-like abilities can be purified three times per day, though this feat does not allow you to exceed your normal usage limit for any ability.

Thus, if a tulani eladrin chooses to purify its *chain lightning* ability, it can use a purified *chain lightning* up to three times that day.

Thereafter, it could use its *chain lightning* ability again normally (since it can use *chain lightning* at will), or it could purify another of its spell-like abilities, such as *meteor swarm*.

PURIFY SPELL TRIGGER [EXALTED]

You can channel holy power through a spell trigger item, such as a wand or staff.

Prerequisites: Craft Wand or Craft Staff, ability to turn undead.

Benefit: When you use a spell trigger item, such as a wand or staff, you can use one of your turning attempts for the day to trigger the item.

You still expend a charge from the wand or staff.

The spell cast by the item is modified as though it had the Purify Spell feat applied to it.

QUELL THE PROFANE [EXALTED]

Your mightiest attacks weaken evil foes.

Prerequisites: Str 13, Power Attack, Resounding Blow, base attack bonus +8.

Benefit: Whenever you deal a critical hit to an evil creature using a melee weapon with which you are proficient, your opponent must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Cha modifier) or take 1d4+1 points of temporary Strength damage.

A monk's unarmed strike is considered a melee weapon for purposes of this feat.

RANGED SMITE EVIL [EXALTED]

Your smite ability can be channeled through your ranged weapon.

Prerequisites: Smite evil class ability.

Benefit: Your smite evil ability can be channeled through a missile that you fire.

This counts as one use of your smite evil ability.

RESOUNDING BLOW [GENERAL]

Your mightiest attacks cause your foes to tremble before you.

Prerequisites: Str 13, Power Attack, Intimidate 7 ranks.

Benefit: Whenever you deal a critical hit using a melee weapon with which you are proficient, your opponent must succeed on a Will save (DC 10 + 1/2 your character level + your Cha modifier) or cower for 1 round.

A monk's unarmed strike is considered a melee weapon for purposes of this feat.

Special: A fighter may select Resounding Blow as one of her fighter bonus feats.

RIGHTEOUS WRATH [EXALTED]

Your rage is empowered with divine fury.

Prerequisites: Rage class ability.

Benefit: When you first deal damage with a melee attack against an evil foe during your rage, that creature must make a successful Will saving throw (DC 10 + 1/2 your raging class level + your Cha modifier) or be shaken.

If you fail to affect a creature the first time you hit it, you cannot affect it in that encounter.

The shaken effect remains until you withdraw or are killed or incapacitated.

While raging, you maintain clarity of mind unusual among barbarians.

You are perfectly able to deal nonlethal damage, stop your attacks to show mercy, and distinguish friend from foe even in the heat of your rage.

SACRED STRIKE [EXALTED]

Your sneak attack is enhanced by your unshakable faith in a good-aligned deity.

Prerequisites: Sneak attack class ability.

Benefit: When you use your sneak attack ability against an evil creature, roll d8s for your sneak attack dice (instead of d6s) and your sneak attack damage is considered good-aligned for purposes of overcoming damage reduction.

SACRED VOW [EXALTED]

You have willingly given yourself to the service of a good deity or cause, denying yourself an ordinary life to better serve your highest ideals.

Benefit: You gain a +2 perfection bonus on Diplomacy checks.

Special: This feat serves as the prerequisite for several other feats, including the Vow of Abstinence, Vow of Chastity, Vow of Nonviolence, Vow of Obedience, Vow of Peace, Vow of Poverty, and Vow of Purity.

SANCTIFY KI STRIKE [EXALTED]

Sacred power suffuses your unarmed strikes.

Prerequisites: Improved Unarmed Strike, Ki strike (lawful), Cha 15.

Benefit: Your unarmed strikes deal 1 extra point of damage to evil creatures, or 1d4 points to evil outsiders and evil undead.

In addition, they are considered good-aligned for purposes of overcoming damage reduction.

SANCTIFY MARTIAL STRIKE [EXALTED]

Sacred power suffuses your attacks with a certain kind of weapon.

Prerequisites: Cha 15, Weapon Focus with the specified weapon.

Benefit: Whenever you wield a specific kind of weapon, it deals 1 extra point of damage to evil creatures, or 1d4 points to evil outsiders and evil undead.

In addition, that weapon is considered good-aligned for purposes of overcoming damage reduction.

Special: You can take this feat more than once, selecting a different weapon each time.

SANCTIFY NATURAL ATTACK [EXALTED]

You can focus holy power into your natural attacks.

Prerequisites: One or more natural weapon attacks, base attack bonus +5.

Benefit: Each time you deal damage with a natural attack, you deal 1 extra point of damage to evil creatures, or 1d4 points to evil outsiders and evil undead.

In addition, your natural attacks are considered good-aligned for purposes of overcoming damage reduction.

SANCTIFY WEAPON [EXALTED]

You can focus holy power into your weapon.

Prerequisites: Able to cast *align weapon*.

Benefit: When you cast *align weapon*, the affected weapon also becomes sanctified.

A sanctified weapon deals 1 extra point of holy damage to evil creatures or 1d4 points of damage to evil outsiders and evil undead.

In addition, creatures with the corrupted template (described in the *Book of Vile Darkness*) cannot recover hit

point damage dealt by a sanctified weapon by means of normal healing, including fast healing.

SERVANT OF THE HEAVENS [EXALTED]

You swear allegiance to one of the Tome Archons who rule the Seven Heavens, and in exchange gain power to act on their behalf.

Benefit: Once per day, while performing an act of good, you may call upon your archon patron to gain a +1 luck bonus on any one roll or check.

Special: Once you take this feat, you may not take it again, nor can you take either the Knight of Stars feat or the Favored of the Companions feat.

Your allegiance is only yours to give once.

SPELL FOCUS (GOOD) [GENERAL]

Your spells with the good descriptor are more potent than normal due to your relationship with the powers of good.

Prerequisites: Any good alignment.

Benefit: Add +2 to the Difficulty Class for all saving throws against your spells with the good descriptor.

Special: The +2 increase also applies to the Difficulty Class for a possessing fiend to Hide from your good spells such as *detect evil* or *magic circle against evil* (as detailed in the *Book of Vile Darkness*).

STIGMATA [EXALTED]

You bear the marks of wounds on your body, as sort of a living martyrdom.

Prerequisite: Nimbus of Light.

Benefit: You can heal the wounds and ailments of others using your own life energy.

When you activate this ability, as a free action, you immediately take at least 2 points of temporary Constitution damage.

You can take as many points of Constitution damage as you wish, as long as you remain alive and conscious.

Once you have activated your stigmata, you can touch your allies to heal them of 1 point of damage per level they possess for every 2 points of Constitution damage you take. In addition, any character you touch who is suffering from a disease can immediately make a new saving throw against that disease with a sacred bonus equal to the number of points of Constitution damage you took.

If the character succeeds on that saving throw, she is freed from the disease.

You can use this touch on one ally per point of Constitution damage you take.

As with delivering a touch spell, you can touch up to six allies as a full-round action.

A single person can only benefit once from each activation of your stigmata, but each activation lasts for 1 hour.

For example, if you sacrifice 4 points of Constitution, you can grant four allies a number of hit points of healing equal to twice their level.

Each ally who was suffering from a disease would make a new saving throw with a +4 sacred bonus.

If only two of your allies were wounded at the time you activated the stigmata, you could "save" the other two uses for up to 1 hour, in case other characters become wounded within that time.

Even if the characters you originally healed were injured again, however, they could not benefit from the same activation of your stigmata. When you use this ability, the wounds on your body bleed in proportion to the Constitution damage you take. The bleeding persists for 1 hour, and the Constitution damage cannot be restored by any means until the bleeding has stopped. Once the bleeding has stopped, you can freely activate the stigmata again, whether or not you have recovered your lost Constitution, as long as you have enough Constitution left to use the ability and survive.

SUBDUING STRIKE [GENERAL]

You are adept at striking to deal nonlethal damage even with normal weapons.

Benefit: You can use any melee weapon to deal nonlethal damage with no penalty on your attack roll. If you are a rogue, you can deal nonlethal damage with your sneak attack even if you are using a normal melee weapon. This feat does not allow you to deal nonlethal damage with ranged weapons.

Normal: If you use a melee weapon designed to deal lethal damage to deal nonlethal damage instead, you take a -4 penalty on your attack roll.

Rogues normally can only use saps or unarmed strikes to deal nonlethal damage with their sneak attacks.

Special: A fighter may select Subduing Strike as one of his fighter bonus feats.

TOUCH OF GOLDEN ICE [EXALTED]

Your touch is poisonous to evil creatures.

Prerequisites: Con 13.

Benefit: Any evil creature you touch with your bare hand, fist, or natural weapon is ravaged by golden ice (see Ravages and Afflictions in Chapter 3: Exalted Equipment for effects).

VOW OF ABSTINENCE [EXALTED]

You have taken a sacred vow to abstain from alcoholic beverages, drugs, stimulants such as caffeine, and intoxication.

Prerequisites: Sacred Vow.

Benefit: You gain a +4 perfection bonus on Fortitude saving throws against poisons and drugs (as long as you are subjected to a drug unwillingly).

Special: To fulfill your vow, you must not consume intoxicating, stimulating, depressant, or hallucinogenic substances, including alcohol, caffeine, and other drugs. If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion, or otherwise unintentionally (a drug slipped into your drink, for example), you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

VOW OF CHASTITY [EXALTED]

You have taken a sacred vow to refrain from marriage and sexual intercourse.

Prerequisites: Sacred Vow.

Benefit: You gain a +4 perfection bonus on Will saving throws against charm and phantasm spells and effects.

Special: To fulfill your vow, you must abstain from any sexual contact with any other creature.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat.

You may not take another feat to replace it.

If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

VOW OF NONVIOLENCE [EXALTED]

You have taken a sacred vow to avoid violence against humanoids.

Prerequisites: Sacred Vow.

Benefit: The saving throw DC for spells you cast or other special abilities you use against humanoid or monstrous humanoid targets is increased by +4 if the spell does not deal damage (including ability damage but not nonlethal damage), bestow negative levels, or cause death.

Spells affected by this feat include most Abjuration, Enchantment, and Illusion spells (though not *phantasmal killer*, for example), those few Divination spells that have targets and require saving throws (including *detect thoughts* and *discern lies*), and even Necromancy spells such as *waves of fatigue* and *ray of exhaustion*.

It does not affect most Evocation, Conjuraction, and Transmutation spells.

The bonus granted by this feat does not stack with the bonus granted by the Spell Focus feat.

It affects only saving throw DCs, not caster level checks or other elements of a spell.

The benefit of this feat extends to special abilities other than spells that allow a saving throw, but only if the ability does not deal damage and is not dependent on dealing damage.

For example, a character with the Stunning Fist feat can increase the saving throw DC to avoid being stunned by +4 if she deals nonlethal damage, rather than regular damage, with her stunning attack.

A couatl's venom would not become more virulent because of this feat, however, because it deals ability damage and requires the couatl to deal hit point damage in order to deliver it.

Special: To fulfill your vow, you must not cause harm or suffering to humanoid or monstrous humanoid foes.

You may not deal real damage or ability damage to such foes through spells or weapons, though you may deal nonlethal damage.

You may not target them with death effects, *disintegrate*, pain effects, or other spells that have the immediate potential to cause death, suffering, or great harm.

Your purity is so great that any ally of yours who slays a helpless or defenseless foe within 120 feet of you feels great remorse.

Your ally takes a -1 morale penalty on his attack rolls for 1 hour per your character level.

For each helpless foe slain, the attack penalty increases by 1, to a maximum equal to your character level.

The duration of the increased penalty starts from the latest slaying.

You may ask your allies to give you an oath that a helpless foe will not be slain.

If the oath is sworn, an ally who later breaks the oath takes the penalty for doing so as if you were present. If you leave a helpless foe to be killed by your allies, you have broken your vow.

You may ask a defeated creature to give you an oath of surrender or noninterference in exchange for its life. If the creature breaks this oath to you, you can allow your allies to deal with the creature as they see fit without breaking their oaths or your vow of nonviolence. If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

VOW OF OBEDIENCE [EXALTED]

You have taken a sacred vow to live according to the dictates of another, generally your superior in a religious order or similar organization.

Prerequisites: Sacred Vow.

Benefit: You gain a +4 perfection bonus on Will saving throws against compulsion spells and effects.

Special: To fulfill your vow, you must unquestioningly obey your superior and live according to the rules of your organization.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat.

You may not take another feat to replace it.

If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

VOW OF PEACE [EXALTED]

You have taken a sacred vow to abstain from harming any living creature.

Prerequisites: Sacred Vow, Vow of Nonviolence.

Benefit: This sacred vow grants significant supernatural benefits, but its cost is high.

First, you are constantly surrounded by a calming aura to a radius of 20 feet.

Creatures within the aura must make a successful Will save (DC 10 + one-half your character level + your Cha modifier) or be affected as by the *calm emotions* spell.

Creatures who leave the aura and reenter it receive new saving throws.

A creature that makes a successful saving throw and remains in the aura is unaffected until it leaves the aura and reenters.

The aura is a mind-affecting, supernatural compulsion.

Second, you gain a +2 natural armor bonus to your AC, a +2 deflection bonus to your AC, and a +2 exalted bonus to your AC.

This exalted bonus does not apply to touch attacks and does not hinder incorporeal touch attacks.

Brilliant energy weapons, however, do not ignore it.

It does not stack with an armor bonus.

If you also have the Vow of Poverty feat, the natural armor, deflection, and exalted Armor Class bonuses granted by that feat all increase by +2.

If a creature strikes you with a manufactured weapon, the weapon must immediately make a successful Fortitude save

(DC 10 + one-half your character level + your Con modifier) or shatter against your skin, leaving you unharmed. Finally, you gain a +4 exalted bonus on all Diplomacy checks.

Special: To fulfill your vow, you must not cause harm to any living creature (constructs and undead are not included in this prohibition).

You may not deal real damage or ability damage to such creatures through spells or weapons, though you may deal nonlethal damage.

You may not target them with death effects, *disintegrate*, or other spells that have the immediate potential to cause death or great harm.

You also may not use nondamaging spells to incapacitate or weaken living foes so that your allies can kill them—if you incapacitate a foe, you must take him prisoner.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat.

You may not take another feat to replace it.

If you break your vow as a result of magical compulsion or otherwise unwittingly, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

(Characters who have taken a Vow of Peace are known to drink water through a strainer in order to avoid accidentally swallowing, and thereby causing harm to, a small insect).

VOW OF POVERTY [EXALTED]

You have taken a sacred vow to forswear material possessions.

Prerequisites: Sacred Vow.

Benefit: You gain bonuses to your Armor Class, ability scores, and saving throws, as well as bonus exalted feats, all depending on your character level.

See Voluntary Poverty in Chapter 2 for details.

Special: To fulfill your vow, you must not own or use any material possessions, with the following exceptions: You may carry and use ordinary (neither magic nor masterwork) simple weapons, usually just a quarterstaff that serves as a walking stick.

You may wear simple clothes (usually just a homespun robe, possibly also including a hat and sandals) with no magical properties.

You may carry enough food to sustain you for one day in a simple (nonmagic) sack or bag.

You may carry and use a spell component pouch.

You may not use any magic item of any sort, though you can benefit from magic items used on your behalf—you can drink a *potion of cure serious wounds* a friend gives you, receive a spell cast from a wand, scroll, or staff, or ride on your companion's *ebony fly*.

You may not, however, “borrow” a *cloak of resistance* or any other magic item from a companion for even a single round, nor may you yourself cast a spell from a scroll, wand, or staff.

If you break your vow, you immediately and irrevocably lose the benefit of this feat.

You may not take another feat to replace it.

VOW OF PURITY [EXALTED]

You have taken a sacred vow to avoid contact with dead flesh.

Prerequisites: Sacred Vow.

Benefit: You gain a +4 perfection bonus on Fortitude saving throws to resist disease and death effects.

Special: To fulfill your vow, you must avoid all contact with dead creatures, including meat cooked for food.

You may not touch fallen foes.

You may fight undead foes, but must purify yourself as soon as possible afterward.

You may touch dead characters in order to restore them to life (by way of a *raise dead* or similar spell that requires you to touch the corpse), but for no other purpose.

If you fight undead creatures or accidentally touch dead flesh, you must purify yourself in a special ritual that requires 1 hour and a flask of holy water.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat.

You may not take another feat to replace it.

If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

WORDS OF CREATION [EXALTED]

You have learned a few of the words that were spoken to create the world.

Prerequisites: Int 15, Cha 15, base Will save bonus +5.

Benefit: You can use the Words of Creation to enhance bardic music, to help cast good spells and create good magic items, and to enhance the process of creation (see Words of Creation in Chapter 2).

Normal: A nonevil creature that tries to utter the Words of Creation without learning them properly is affected as by a *feeblemind* spell, while an evil character is struck dead. Fortunately, it is impossible to make someone speak the Words of Creation against his will, because their pronunciation is so exacting.

BOOK OF VILE DARKNESS (3.0)

MAIN SECTION FEATS

BOOST SPELL-LIKE ABILITY [GENERAL]

One of the creature's spell-like abilities is harder to resist than it otherwise would be.

Benefit: The saving throw Difficulty Class (DC) of a boosted spell-like ability is increased by +2.

Each of a creature's spell-like abilities can be boosted three times per day, though the feat does not allow the creature to exceed its normal usage limit for any ability.

Thus, if a succubus chooses to boost its *suggestion* ability, it can use a boosted *suggestion* up to three times that day.

Thereafter, it could use its *suggestion* ability again normally (since it can use *suggestion* at will), or it could boost another of its spell-like abilities, such as *charm monster*.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to each of its spell-like abilities three additional times per day.

BOOST SPELL RESISTANCE [GENERAL]

By making a deal with an evil power, the character makes himself even more resistant to magic.

Prerequisite: Any evil alignment.

Benefit: If the character already has innate spell resistance, he gains a +2 profane bonus to his existing spell resistance score.

CORRUPT SPELL [METAMAGIC]

The character can transform one of her spells into a thing of evil due to a deal she makes with an evil power.

Prerequisite: Any evil alignment.

Benefit: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage is unholy damage.

For example, a corrupted *fireball* cast by a 6th-level wizard deals 6d6 points of damage: 3d6 points of fire damage and 3d6 points of unholy damage.

Thus, creatures immune to fire still potentially take 3d6 points of damage.

The corrupted spell uses up a spell slot one level higher than the spell's actual level.

Special: A character may take this feat multiple times, choosing a different spell each time.

CORRUPT SPELL-LIKE ABILITY [GENERAL]

One of the creature's spell-like abilities is powered by evil. A dark pact provides the creature with unholy energy.

Prerequisite: Any evil alignment.

Benefit: This feat adds the evil descriptor to a spell-like ability.

Furthermore, if the spell-like ability deals damage, half of that damage (rounded down) is unholy damage.

For example, if a corrupted *fireball* from a pit fiend deals a total of 35 points of damage, half of that amount (18 points) is fire damage and the other half (17 points) is unholy damage.

Nonevil creatures immune to fire still take the 17 points of unholy damage.

Each of a creature's spell-like abilities can be corrupted three times per day, though the feat does not allow the creature to exceed its normal usage limit for any ability.

Thus, if a pit fiend chooses to corrupt its *fireball* ability, it can use a corrupted *fireball* up to three times that day.

Thereafter, it could use its *fireball* ability again normally (since it can use *fireball* at will), or it could corrupt another of its spell-like abilities, such as *meteor swarm*.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to each of its spell-like abilities three additional times per day.

DARK SPEECH [VILE]

The character learns a smattering of the language of truly dark power.

Prerequisite: Base Will save bonus +5, Int 15, Cha 15.

Benefit: The character can use the Dark Speech to bring loathing and fear to others, to help cast evil spells and

create evil magic items, and to weaken physical objects (see Dark Speech in Chapter 2).

Normal: Attempting to utter a word of the Dark Speech always ends in immediate death for a speaker who is not trained in its dark power.

Fortunately, it is impossible to make someone use the Dark Speech if he or she is unwilling, because the language's pronunciation is so exacting.

Special: The character gains a +4 circumstance bonus on saving throws made when someone uses the Dark Speech against him or her.

DEFORMITY (CLAWED HANDS) [VILE]

Because of intentional self-mutilation, the character has deformed arms and hands ending in sharp claws.

Prerequisite: Willing Deformity.

Benefit: The character has the ability to deal 1d6 points of damage as an unarmed claw attack.

The character is considered armed even when unarmed.

Special: The character does not draw attacks of opportunity when attacking unarmed, and he threatens areas even when unarmed.

DEFORMITY (EYES) [VILE]

The character has either drilled a hole in her forehead trying to add a third eye, or she has supernaturally scarred one of her regular eyes.

Prerequisite: Willing Deformity.

Benefit: As a supernatural ability, the character can use *see invisibility* for 1 minute per day.

Special: The character takes a -2 deformity penalty on Spot and Search checks.

DEFORMITY (FACE) [VILE]

Because of intentional self-mutilation, the character has a hideous face.

Prerequisite: Willing Deformity.

Benefit: The character gains a +2 circumstance bonus on Intimidate checks and a +2 deformity bonus on Diplomacy checks dealing with evil creatures of a different type.

DEFORMITY (GAUNT) [VILE]

Through intentional starvation and macabre operations, the character is grossly underweight.

He has a skeletal appearance, and his weight is now half normal for creatures of his kind.

Prerequisite: Willing Deformity.

Benefit: The character gains a +2 deformity bonus to Dexterity and a -2 deformity penalty to Constitution. Furthermore, he gains a +2 circumstance bonus on Escape Artist checks and Intimidate checks.

Special: A character with this feat may not take the Deformity (obese) feat.

DEFORMITY (OBESE) [VILE]

Through intentional gorging and general gluttony, the character is obese.

Grossly overweight, she is now at least triple the normal weight for creatures of her kind.

Prerequisite: Willing Deformity.

Benefit: The character gains a +2 deformity bonus to Constitution and a -2 deformity penalty to Dexterity.

Furthermore, she gains a +2 circumstance bonus on Intimidate checks and saving throws against poison.

Special: A character with this feat may not take the Deformity (gaunt) feat.

DISCIPLE OF DARKNESS [VILE]

The character formally supplicates himself to an archdevil. In return for this obedience, he gains a small measure of power.

Benefit: Once per day, while performing an evil act, the character may call upon his diabolic patron to add a +1 luck bonus on any one die roll.

Special: Once a character takes this feat, he may not take it again; he may not be the disciple of more than one devil. Nor may he take the Thrall to Demon feat.

EMPOWER SPELL-LIKE ABILITY [GENERAL]

The creature can use a spell-like ability with greater effect.

Benefit: All variable, numeric effects of an empowered spell-like ability are increased by one-half.

An empowered spell-like ability deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate. For example, a night hag's empowered *magic missile* deals one and one-half times normal damage (roll 1d4+1 and multiply the result by 1.5 for each missile).

Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities without random variables are not affected.

Each of a creature's spell-like abilities can be empowered twice per day, though the feat does not allow the creature to exceed its normal usage limit for any ability.

Thus, if a night hag chooses to empower its *magic missile* ability, it can use an empowered *magic missile* up to two times that day.

Thereafter, it could use its *magic missile* ability again normally (since it can use *magic missile* at will), or it could corrupt another of its spell-like abilities, such as *sleep*.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to each of its spell-like abilities two additional times per day.

EVIL BRAND [VILE]

The character is physically marked forever as a servant of an evil power greater than herself or as a villain who does not care who knows that she seeks only death, destruction, and misery for others.

The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that the bearer is forever in the sway of the blackest powers.

Benefit: Evil creatures automatically recognize the symbol now emblazoned upon the character as a sign of her utter depravity or discipleship to a powerful patron, although the specific identity of the patron is not revealed. She gains a +2 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures.

LICHLOVED [VILE]

By repeatedly committing perverted sex acts with the undead, the character gains dread powers.

Prerequisite: Evil Brand.

Benefit: Mindless undead see the character as an undead creature.

Becoming more and more like an actual undead creature, he gains a +1 circumstance bonus on saving throws against mind-affecting effects, poison, sleep, paralysis, stunning, and disease.

MALIGN SPELL FOCUS [GENERAL]

The character's spells that have the evil descriptor are more potent than normal due to a deal she makes with an evil power.

Prerequisite: Any evil alignment.

Benefit: Add +2 to the DC for all saving throws against any of the character's spells that have the evil descriptor.

MORTALBANE [GENERAL]

The creature can make a spell-like ability particularly deadly to mortals.

Benefit: A mortalbane ability is a damaging spell-like ability that deals 2d6 points of additional damage when used against living nonoutsiders, but only half damage (rounded down) against outsiders, undead, and constructs. For example, if a mortalbane *cone of cold* from a gelugon would normally deal 45 points of damage, it actually deals 45 + 2d6 points of damage to a humanoid, but only 22 points of damage to a night hag.

Creatures immune to cold—regardless of their type—still take no damage from a mortalbane *cone of cold*.

Mortalbane can be applied to each of a creature's spell-like abilities five times per day, though the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a gelugon chooses to apply Mortalbane to its *cone of cold* ability, it can use a mortalbane *cone of cold* up to five times that day.

Thereafter, it could use its *cone of cold* ability again normally (since it can use *cone of cold* at will).

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to each of its spell-like abilities five additional times per day.

POISON IMMUNITY [GENERAL]

After prolonged exposure to a poison or toxin, the character has rendered himself immune to it.

Benefit: The character is immune to one specific poison (chosen by the DM or the character's player), whether available as a blade poison, the venom of a specific creature, or one other toxin.

The character also gains a +1 circumstance bonus on saving throws against other poisons.

Special: A character may take this feat multiple times, choosing a different poison each time.

The +1 bonus against other poisons doesn't stack with itself, because the circumstances of each poison immunity are essentially the same.

QUICKEN SPELL-LIKE ABILITY [GENERAL]

The creature can use a spell-like ability with a moment's thought.

Benefit: Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability.

The creature may use only one quickened spell-like ability per round.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Each of a creature's spell-like abilities can be quickened only once per day, and the feat does not allow the creature to exceed its normal usage limit for any ability.

Thus, if a demon chooses to quicken its *darkness* ability, it cannot use quickened *darkness* again the same day, though it could use its *darkness* ability again normally (since it can use *darkness* at will), or it could quicken another of its spell-like abilities, such as *desecrate*.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to each of its spell-like abilities one additional time per day.

SACRIFICIAL MASTERY [VILE]

The character is skilled at offering living sacrifices to evil gods or fiends.

Prerequisite: Wis 15.

Benefit: The character gains a +4 profane bonus on Knowledge (religion) checks made when performing a sacrifice.

Normal: Without this feat, a character who performs a sacrifice makes a normal Knowledge (religion) check modified as described in Chapter 2.

THRALL TO DEMON [VILE]

The character formally supplicates himself to a demon prince.

In return for his obedience, the character gains a small measure of power.

Benefit: Once per day, while performing an evil act, the character may call upon his demonic patron to add a +1 luck bonus on any one roll.

Special: Once a character takes this feat, he may not take it again; he may not be the thrall of more than one demon. Nor may he take the Disciple of Darkness feat.

VERMINFRIEND [VILE]

Vermin regard the character better than they would normally.

Prerequisite: Cha 15.

Benefit: If a vermin is about to attack the character, she may make a Charisma check (DC 20).

If the check succeeds, that vermin refuses to attack her for 24 hours.

VILE KI STRIKE [VILE]

The character can focus evil power into his unarmed strike.

Prerequisite: Cha 15, Improved Unarmed Strike.

Benefit: Each time the character deals damage with his unarmed strike, he deals 1 additional point of vile damage.

VILE MARTIAL STRIKE [VILE]

The character can focus evil power into her weapon blows.

Prerequisite: Cha 15, Weapon Focus with the specified weapon.

Benefit: Each time the character deals damage with a specific kind of weapon, she deals 1 additional point of vile damage.

Special: A character may take this feat more than once, selecting a different weapon each time.

VILE NATURAL ATTACK [VILE]

The character can focus evil power into his natural attacks.

Prerequisite: Natural attack that deals at least 1d8 points of damage, base attack bonus +5.

Benefit: Each time the character deals damage with his natural attack, he deals 1 additional point of vile damage.

VIOLATE SPELL [METAMAGIC]

The character can transform one of his spells into an evil spell, and the wounds the spell inflicts are tainted with the foulest evil.

Prerequisite: Any evil alignment.

Benefit: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage dealt is vile damage.

For example, a violated *lightning bolt* cast by an 8th-level wizard deals 8d6 points of damage: 4d6 points of electricity damage and 4d6 points of vile electricity damage (but creatures immune to electricity take no damage).

A violated spell uses up a spell slot one level higher than the spell's actual level.

Special: A character may take this feat multiple times, choosing a different spell each time.

VIOLATE SPELL-LIKE ABILITY [GENERAL]

The creature's spell-like abilities are particularly tainted with evil.

Benefit: This feat adds the evil descriptor to a spell-like ability.

Furthermore, if the spell-like ability deals damage, half of that damage (rounded down) is vile damage.

For example, if a violated *lightning bolt* from a cornugon deals a total of 35 points of damage, half of that amount (18 points) is electricity damage and the other half (17 points) is vile damage.

Creatures immune to electricity take no damage from a violated *lightning bolt*.

Each of a creature's spell-like abilities can be violated twice per day, though the feat does not allow the creature to exceed its normal usage limit for any ability.

Thus, if a cornugon chooses to violate its *lightning bolt* ability, it can use a violated *lightning bolt* up to two times that day.

Thereafter, it could use its *lightning bolt* ability again normally once (since it can use *lightning bolt* three times per day), or it could violate another of its spell-like abilities, such as *fireball*.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to each of its spell-like abilities two additional times per day.

WILLING DEFORMITY [VILE]

Through scarification, self-mutilation, and supplication to dark powers, the character intentionally mars her own body.

Benefit: The character gains a +2 deformity bonus on Intimidate checks.

CHAMPIONS OF RUIN (3.5)

MAIN SECTION FEATS

BLOODSOAKED INTIMIDATE []

Your bloody and vicious approach to combat makes you a fearsome foe.

Prerequisites: Snatch Trophy.

Benefit: When you collect a trophy using the Snatch Trophy feat, you can make an Intimidate check as a swift action against an adjacent opponent who witnesses your savage act (see the Swift and Immediate Actions sidebar for more information).

Normal: Making an Intimidate check in combat is a standard action.

CHAKRAM RICOCHET []

You can hurl a chakram so that it strikes two enemies instead of one.

Prerequisites: Dex 13, base attack bonus +1, proficient with chakram.

Benefit: If you hit a creature with a thrown chakram, you can cause it to ricochet and strike a secondary target in an adjacent square (within 5 feet of the primary target).

You immediately make an attack roll against the secondary target, at a -2 penalty.

If the attack hits, you deal damage normally.

Special: A rogue with Chakram Ricochet can deal sneak attack damage to both targets if they are within 30 feet and denied their Dexterity bonus to AC.

CORRUPT SPELL [METAMAGIC]

You can transform one of your spells into a thing of evil due to a deal you make with an evil power.

Prerequisites: Any evil alignment.

Benefit: This feat adds the evil descriptor to one damaging spell you can cast.

You must choose the spell at the time you select the feat.

If the spell deals damage, half of the damage is unholy damage.

For example, a corrupted *fireball* cast by a 6th-level wizard deals 6d6 points of damage: 3d6 points of fire damage and 3d6 points of unholy damage.

Thus, creatures immune to fire still potentially take 3d6 points of damage.

Special: A character can take this feat multiple times, choosing a different spell each time. This feat originally appeared in *Book of Vile Darkness* and has been revised for D&D v.3.5.

CRAVEN []

Like most sly rogues, you are a dangerous coward. However, your sneak attacks deal more damage than normal.

Prerequisites: Sneak attack class feature, cannot be immune to fear.

Benefit: You take a -2 penalty on saving throws against fear effects. However, when making a sneak attack, you deal an extra 1 point of damage per character level.

DIRE FLAIL SMASH []

You have mastered the style of fighting with the dire flail and have learned to deal thunderous blows with the weapon.

Prerequisites: Str 13, Improved Sunder, Power Attack, Weapon Focus (dire flail).

Benefit: If you hit the same creature with both ends of your dire flail in the same round, it must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) or be dazed by the pain for 1 round.

Special: A fighter can select this feat as one of his fighter bonus feats.

DIRTY RAT []

You are quite adept at slipping under a foe's guard while he's distracted.

Prerequisites: Tumble 4 ranks.

Benefit: You gain an additional +1 bonus on attack rolls when flanking an opponent.

DOOMSPEAK [BARDIC]

You can demoralize an enemy with horrible condemnations and grim portents of impending doom.

Prerequisites: Bardic music class feature, Intimidate 8 ranks, Perform 8 ranks.

Benefit: You can spend one of your bardic music uses to utter a string of crass and appalling epithets and curses at one enemy within 120 feet.

The intended target must be able to hear and comprehend your damning remarks.

A target that fails a Will save (DC 10 + your character level + your Cha modifier) is cursed with a -10 penalty on attack rolls, saves, ability checks, and skill checks for 1 round. This is a supernatural, necromantic effect.

ENTANGLING SPELL [METAMAGIC]

Your spell releases residual eldritch power that entangles your enemies.

Benefit: The feat can be applied to any instantaneous spell that deals acid, cold, electricity, fire, or sonic damage, such as *fireball* or *lightning bolt*.

After the spell is cast, lingering tendrils of raw energy persist; creatures damaged by the spell are entangled for 1 round.

The spell is considered to be in effect during this time and can be dispelled normally.

An entangling spell uses up a spell slot two levels higher than the spell's actual level.

FERAL ANIMAL COMPANION []

You can enslave a feral animal and adopt it as your animal companion.

Prerequisites: Animal companion class feature, evil alignment.

Benefit: Instead of calling a normal animal companion, you can call a feral animal companion that foams at the mouth.

Any creature harmed by the animal's bite attack must succeed on a DC 15 Fortitude save or contract red ache (see *Dungeon Master's Guide* page 292).

The disease has no harmful effect on the feral animal.

In addition, your feral animal companion gains a +2 bonus to Strength and Constitution.

Attempts by others to influence your feral animal companion with Handle Animal checks take a -10 penalty.

Special: This feat does not transform a normal animal companion into a feral animal companion.

FLAY FOE []

You are skilled at flaying the flesh from your enemy's bones.

Prerequisites: Str 15, base attack bonus +6, proficient with slashing melee weapon.

Benefit: If you hit the same enemy more than once in a single round with a slashing melee weapon, you deal an extra point of damage with each hit after the first.

Special: A fighter can select this feat as one of his fighter bonus feats.

IMPROVED FIENDISH SERVANT []

You gain the service of a powerful fiendish animal servitor.

Prerequisites: Fiendish servant class feature.

Benefit: Add the following creatures to your list of eligible fiendish servants: ape, black bear, boar, crocodile, dire badger, dire bat, dire weasel, heavy warhorse, leopard, monitor lizard, constrictor snake, Large viper snake, wolverine.

In addition, any fiendish servant you call has the fiendish creature template (*Monster Manual* page 107).

The fiendish servant otherwise conforms to the rules in the *Dungeon Master's Guide* (page 183).

LINGERING SPELL [METAMAGIC]

Residual eldritch energy from your spell continues to harm your enemies after the spell's main effect has expired.

Benefit: The feat can be applied to any one instantaneous spell that deals acid, cold, electricity, fire, or sonic damage, such as *fireball* or *lightning bolt*.

After the spell is cast, lingering tendrils of energy persist, dealing 1d6 points of damage of the appropriate energy type at the beginning of your next turn to all creatures initially damaged by the spell.

The spell is considered to be in effect during this time and can be dispelled normally.
A lingering spell uses up a spell slot one level higher than the spell's actual level.

MALIGN SPELL FOCUS []

Your evil spells are more potent than normal due to a deal forged with an evil power.

Prerequisites: Any evil alignment.

Benefit: Add +1 to the DC for all saving throws against any of your spells that have the evil descriptor.

Special: This feat originally appeared in *Book of Vile Darkness* and has been revised for D&D v.3.5.

MORTIFYING ATTACK []

Those who witness your brutal death attack are unnerved and jarred by the experience.

Prerequisites: Death attack class feature.

Benefit: All creatures within 30 feet that witness you make a successful death attack must succeed on a Will save (DC equal to death attack damage dealt) or be shaken for 2d4 rounds.

Any creature you consider your ally is unaffected.

In addition, creatures that fail the save are so horrified by the attack that they lose their Dexterity bonus to Armor Class for 1 round.

The target of the death attack must also make the saving throw if it survives.

This extraordinary ability is a fear effect.

MUTILATOR []

After striking down your enemy in battle, you can skillfully mutilate the corpse to prevent others from raising it from the dead.

Prerequisites: Base attack bonus +4, any evil alignment.

Benefit: After delivering the killing blow to a creature (that is, reducing it to -10 hit points) with a melee weapon, you can decapitate or otherwise hack apart the corpse as a free action.

Doing so does not provoke attacks of opportunity and ensures that the creature cannot be revived using a *raise dead* spell.

You can mutilate only one enemy per round in this fashion.

NATURAL BULLY []

You easily terrify weaker adversaries.

Prerequisites: Intimidate 6 ranks.

Benefit: All enemies within 30 feet of you that have one-half your Hit Dice or less are bullied; they take a -2 morale penalty on attack rolls made against you.

A bullied enemy that succeeds in hitting and damaging you is no longer subject to the penalty and cannot be bullied by you for 24 hours.

Creatures immune to fear effects cannot be bullied and do not take the penalty on attacks rolls to hit you.

POISON IMMUNITY []

After prolonged exposure to a poison or toxin, you have rendered yourself immune to it.

Benefit: You are immune to one specific poison (chosen by you), whether available as a blade poison, the venom of a specific creature, or one other toxin.

You also gain a +1 circumstance bonus on saving throws against other poisons.

Special: A character can take this feat multiple times, choosing a different poison each time.

The +1 bonus against other poisons does not stack with itself.

PROFANE OUTBURST [DIVINE]

With a horrendous release of divine energy, you steel your undead allies and minions against harm.

Prerequisites: Ability to rebuke undead, evil alignment.

Benefit: As a standard action, you can spend one of your rebuke attempts to bathe all undead creatures within 60 feet in divine energy, granting them a +1 profane bonus to Armor Class for 1 minute.

PULVERIZE FOE []

You enjoy smashing your opponents into submission.

Prerequisites: Str 15, base attack bonus +6, proficient with bludgeoning melee weapon.

Benefit: If you hit the same enemy more than once in a single round with a bludgeoning melee weapon, you deal an extra 1d6 points of bludgeoning damage with each hit after the first.

Special: A fighter can select this feat as one of his fighter bonus feats.

REAPING SPELL [METAMAGIC]

The dark energy of your spell devours the soul of any creature killed by it.

Prerequisites: Any evil alignment.

Benefit: A *raise dead*, *reincarnate*, or *resurrection* spell cannot return to life a creature killed by a reaping spell, and a *true resurrection* spell has only a 50% chance of succeeding. A reaping spell that fails to kill the target has no additional effect.

A reaping spell uses up a spell slot three levels higher than the spell's actual level.

SHADOWFORM FAMILIAR []

You can summon a familiar from the Plane of Shadow.

Prerequisites: Krinth, summon familiar class feature.

Benefit: Your summoned familiar looks like a dark, shadowy version of a normal familiar.

It is insubstantial and gains the incorporeal subtype (see *Monster Manual* page 310).

A shadowform familiar is more closely bound to you than a normal familiar, and the maximum distance from you the shadowform familiar can travel is 30 feet per caster level. If you are separated from your shadowform familiar by a distance greater than this, the shadowform familiar dissolves into nothingness and is considered slain.

Special: This feat does not transform a normal familiar into a shadowform familiar.

SHADOWSTRIKE []

Due to your ties to the Plane of Shadow, you strike more effectively in areas of dim illumination.

Prerequisites: Krinth, base attack bonus +1.

Benefit: When making an attack with a melee weapon in an area of shadowy illumination (see *Player's Handbook* page 164), you gain a +1 circumstance bonus on the attack roll and deal an extra 1d6 points of damage.

Special: A krinth fighter can select this feat as one of his fighter bonus feats.

SKEWER FOE []

A ruthless combatant, you like to impale enemies on spears and similar piercing weapons.

Prerequisites: Str 15, base attack bonus +6, proficient with piercing melee weapon.

Benefit: If you hit the same enemy more than once in a single round with a piercing melee weapon, you deal an extra 1d6 points of piercing damage with each hit after the first.

Special: A fighter can select this feat as one of his fighter bonus feats.

SNATCH TROPHY []

You can quickly and skillfully collect a trophy of your victory over a fallen foe.

Benefit: After dealing a creature enough damage to drop it to negative hit points, you can slice or pry off a trophy as a free action.

You must be adjacent to the dead or dying creature.

The trophy could be a small body part such as a finger or ear.

Carving a trophy in this manner requires a light slashing or piercing weapon and deals 1d6 points of damage to the target creature.

(A creature with regeneration can regrow the severed body part).

Alternatively, you can take a small item worn or carried by your fallen foe, such as a piece of jewelry, pouch, potion, light weapon, or helmet, in which case the victim takes no damage.

The snatched item can weigh no more than 2 pounds.

You must have a free hand to collect the trophy.

TOUCH OF BENEVOLENCE []

Despite your evil alignment, you are prone to moments of benevolence and mercy.

Prerequisites: Any evil alignment.

Benefit: Although you are evil and spells such as *detect evil* reveal your true alignment, you have a 50% chance of ignoring any effect that specifically targets or damages evil creatures.

Special: To keep this feat, a character must demonstrate periodic acts of kindness and mercy.

A DM can revoke this feat if the character fails to act in an appropriately conflicted manner.

VIA NEGATIVA []

You can channel greater amounts of negative energy into your *inflict* spells.

Prerequisites: Ability to rebuke undead.

Benefit: As a free action, you can spend one of your rebuke attempts to deal additional harm with an *inflict* spell. You must spend the rebuke attempt before making the attack roll.

If the attack roll succeeds, the *inflict* spell deals an extra 1 point of damage per character level (maximum +20).

If the attack roll fails, the rebuke attempt is spent and wasted.

NODE MAGIC FEATS

METANODE SPELL [METAMAGIC]

You cast metamagic spells to greater effect in nodes to which you are attuned than elsewhere.

Prerequisite: Node Spellcasting, caster level 1st.

Benefit: When casting a spell improved by a metamagic feat, you can deduct the class of the node layer in which you currently stand from the increased spell level.

The class of the layer does not equal the class of the node unless you are standing in the innermost portion of it.

For example, if you use Maximize Spell to augment the 5th-level spell *flame strike* in the innermost (+1) layer of a Class 1 node, you cast the spell as if it were only two levels higher than normal, not three, because the node pays one spell level's worth of the metamagic cost.

This feat is most useful to casters who do not prepare spells (such as bards and sorcerers) and to wizards who rarely leave their nodes and can therefore prepare and cast their spells at the adjusted level.

If you use this feat to reduce the cost of preparing a metamagic spell and then leave the node, the spell you prepared is unavailable until you return to a node layer of at least the same class as the one in which the spell was prepared.

NODE DEFENSE []

You can use the magical power of a node to defend yourself from harm.

Prerequisite: Node Spellcasting, caster level 1st.

Benefit: You receive an insight bonus to your Armor Class and on saving throws equal to the class of any node that you currently occupy and to which you are attuned, up to a maximum of +4.

For example, if you are inside the middle (+2) layer of a Class 3 node, you gain a +2 bonus.

NODE SENSITIVE []

You can perceive a node just by passing near it.

Benefit: You automatically note the presence of any node to which you are attuned within 30 feet.

Normal: A creature without this feat that comes within 30 feet of the outermost layer of a node can make a DC 20 Intelligence check to note the presence of the node.

A creature with the appropriate Node Spellcasting feat can attempt either an Intelligence check or a Spellcraft check at the same DC to notice the node.

NODE SPELLCASTING []

You have discovered the secret of the magic of a particular type of node.

Prerequisite: Caster level 1st.

Benefit: You are attuned to one type of node and the magical power it provides.

When you choose this feat, choose a type of node (earth, evil, or Shadow Weave).

This feat grants you access to the various node magic feats and node powers, and allows you to make a Spellcraft check instead of an Intelligence check to notice nearby nodes of the type to which you are attuned.

Normal: A creature without this feat cannot take other node-related feats, cannot access a node's full potential, and must make an Intelligence check to notice nearby nodes or to manipulate node powers.

Special: You can gain this feat multiple times.

Each time you take the feat, it attunes you to a different node type.

NODE STORE []

You can store a prepared spell in a node to which you are attuned.

Prerequisite: Node Spellcasting, caster level 1st.

Benefit: Each time you take this feat, choose two spells of any level that you know and can cast.

If you are a spellcaster who prepares spells, you can now prepare those two spells in addition to your normal spell complement as long as you are in a node to which you are attuned, just as if you had two extra spell slots per day. These extra prepared spells are stored in the node instead of in your mind.

You can cast them normally while you are within that node, even if you have left the node and returned since storing them there.

If you are a spellcaster who does not prepare spells, choose two spells that you know.

You can now cast those two spells while in a node to which you are attuned as if you had two extra spell slots per day available.

Each such slot can be used only to cast its designated spell; it cannot be used for any other spell (including the other spell designated with this feat).

If you leave the node, these extra spell slots become unavailable to you, but you can use them again if you return, provided that you haven't already used them since the last time you rested.

You do not need to designate a specific node in which to store your spells when you choose this feat, but you can have spells stored in only one node at a time.

You can change the node in which your spells are stored by meditating for 1 hour inside the new node you have selected.

Special: You can gain this feat multiple times.

Each time you take the feat, it applies to two new spells.

INITIATE FEATS

INITIATE OF GHAUNADAUR [INITIATE]

You have learned the dread secrets of the god of oozes, slimes, jellies, and outcasts.

Prerequisites: Cleric level 3rd, patron deity Ghaunadaur.

Benefit: You can command or rebuke oozes as an evil cleric commands or rebukes undead.

You can use this supernatural ability a number of times per day equal to 3 + your Cha modifier.

In addition, you add the following spells to your cleric spell list.

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|-----|--|
| 1st | Corrosive Grasp: 1 touch/level deals 1d6+1 acid damage. |
| 2nd | Blindsight: Grants blindsight out to 30 ft. |
| 3rd | Amorphous Form: Subject becomes pudding-like and can slip through cracks quickly. |
| 5th | Slime Hurl: Hurl up to three globs of green slime. |
| 7th | Mantle of the Slime Lord: Nonintelligent oozes do not attack you, and you gain some ooze immunities. |

INITIATE OF GRUUMSH [INITIATE]

The singular eye of the great orc god Gruumsh watches over you.

Prerequisites: Orc or half-orc, ability to cast 2nd-level divine spells, patron deity Gruumsh.

Benefit: Once per day, as a swift action (see the Swift and Immediate Actions sidebar, page 21), you can cast any *cure* spell you have prepared, or you can spontaneously cast an *inflict* spell.

In addition, you add the following spells to your divine spellcaster list.

If you have more than one divine spellcasting class before taking this feat, you must decide to which class's spell list to add the spells.

- | | |
|-----|--|
| 2nd | Battle Line: Creates an area of doom on the battlefield. |
| 3rd | Bloodspear: Makes one spear into a wounding weapon. |
| 5th | Pocket Cave: Creates an extradimensional space where you and your allies can hide. |
| 6th | Eyebite: Target becomes panicked, sickened, and comatose. |
| 7th | Waves of Exhaustion: Several targets become exhausted. |

INITIATE OF KOSSUTH [INITIATE]

You have faced the fierce elemental flame and unlocked some of the secrets of Kossuth's church.

Prerequisites: Cleric level 3rd, patron deity Kossuth.

Benefit: All fire elementals that you summon using the *summon monster* spells have +2 hit points per die (instead of average hit points).

In addition, you add the following spells to your cleric spell list.

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|-------|---|
| Level | |
| 2nd | Aganazzar's Scorcher: Path of fire deals 1d8 damage per 2 levels (max 5d8). |
| 4th | Fire Stride: Multiple use <i>dimension door</i> that works only through large fires. |
| 5th | Shroud of Flame: Target bursts into flames, taking 2d6 fire damage per round and dealing 1d4 fire damage to creatures within 10 ft. |
| 8th | Incendiary Cloud: Cloud deals 4d6 fire damage/round. |

INITIATE OF LOVIATAR [INITIATE]

With great pain comes great power.
This and other secrets you have learned from the church of Loviatar.

Prerequisites: Cleric level 5th, patron deity Loviatar.

Benefit: The first time you take damage in any combat, you gain a +1 morale bonus on attack rolls and a +1 morale bonus on saving throws against fear effects for 1 minute per cleric level.

In addition, you add the following spells to your cleric spell list.

- 2nd Nybor's Gentle Reminder: Target is dazed for 1 round, thereafter -2 on attacks, saves, and checks, and distracted.
- 3rd Mystic Lash: Energy whip deals 1d6 electricity damage/three levels (max 4d6) and stuns for 1 round.
- 5th Fleshshiver: Target is stunned for 1 round, takes 1d6/level damage, and is nauseated for 1d4+2 rounds.

INITIATE OF SHAR [INITIATE]

You have been initiated into the greatest secrets of Shar's church.

Prerequisite: Able to cast 1st-level divine spells, patron deity Shar.

Benefit: You add Bluff and Hide to your list of class skills. In addition, you add the following spells to your divine spellcaster spell list.

If you have more than one divine spellcasting class before taking this feat, you must decide which class has the additional spells added to its list.

- 1st Disguise Self: Changes your appearance.
- 3rd Crushing Despair: Subject takes -2 on attack rolls, damage rolls, saves, and checks.
- 4th Armor of Darkness: Creates a shroud of shadow around target that grants darkvision, a bonus to AC, and a bonus to some saving throws.
- 5th Darkbolt: One beam of darkness/2 levels deals damage and dazes opponents.

Special: The *armor of darkness* and *darkbolt* spells also appear on the Darkness domain list.

With this feat, you can cast them as regular cleric spells, not just domain spells.

INITIATE OF VARAE [INITIATE]

You fervently worship Varae, the serpentine goddess, and guard well the secrets of your faith.

Prerequisites: Examinaar, cleric level 3rd, patron deity Varae.

Benefit: Once per day, as a standard action, you can transform your skin into shimmering emerald scales. The scales absorb *magic missile* damage as the *shield* spell, and they enable you to pass through *walls of force* as if they weren't there.

The emerald scales last for 1 minute per character level.

This is a supernatural ability.

In addition, you add the following spells to your cleric spell list.

- 2nd Blinding Spittle: Ranged touch attack blinds subject.

- 4th Serpent Arrow: Transforms up to eight missiles into Tiny vipers.
- 6th Veil: Changes appearance of group of creatures.
- 8th Animal Shapes: One ally/level polymorphs into chosen animal (snakes only).

VILE FEATS

DEMONSWORN KNIGHT [VILE]

A scornful champion of the demon princes, you detest and oppose devils and other creatures that refuse to heed the call of chaos.

Prerequisites: Thrall to Demon, base attack bonus +4.

Benefit: Any weapon you wield is treated as chaotic- and evil-aligned for the purpose of overcoming damage reduction.

In addition, against lawful outsiders, you deal an extra 1d6 points of damage with any successful weapon attack.

Special: This feat can only be taken once.

A character who takes this feat cannot also take the Hellbound Knight or Tormented Knight feat.

A fighter can select this feat as one of his fighter bonus feats.

In addition, your eyes turn dead black, and your teeth become as sharp as fangs.

DISCIPLE OF DARKNESS [VILE]

You formally supplicate yourself to an archdevil.

In return for this obedience, you gain a small measure of the archdevil's power.

Prerequisites: Lawful evil alignment.

Benefit: Once per day, while performing an evil act, you can call upon your diabolic patron to add a +1 luck bonus to any one attack roll, saving throw, ability check, skill check, or level check.

Special: This feat can only be taken once.

A character who takes this feat cannot also take the Scion of Sorrow or Thrall to Demon feat.

EVIL BRAND [VILE]

You are physically marked forever as a servant of an evil power greater than yourself or as a villain who does not care that you seek only death, destruction, and misery for others.

The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that the bearer is forever in the sway of the blackest powers.

Benefit: Evil creatures automatically recognize the symbol now emblazoned upon you as a sign of your utter depravity or discipleship to a powerful patron, although the specific identity of the patron is not revealed.

You gain a +2 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures.

EVIL EMBRACED [VILE]

You embrace the power of your fiendish patron and call upon that power in moments of great need.

Prerequisites: Evil Brand.

Benefit: Once per day, as an immediate action (see page 21), you can call upon your fiendish patron to steel you against harm.
You gain damage reduction 10/good for 1 round (until the start of your next turn).

HELLBOUND KNIGHT [VILE]

A devoted disciple of the Nine Hells, you have sworn to strike down creatures that oppose law and threaten tyranny.

Prerequisites: Disciple of Darkness, base attack bonus +4.

Benefit: Any weapon you wield is treated as lawful- and evil-aligned for the purpose of overcoming damage reduction.

In addition, against chaotic outsiders, you gain a +1 profane bonus on attack rolls.

Special: This feat can only be taken once.

A character who takes this feat cannot also take the Demonsword Knight or Tormented Knight feat.

A fighter can select this feat as one of his fighter bonus feats.

In addition, as soon as you take this feat, your eyes turn red.

SCION OF SORROW [VILE]

You formally supplicate yourself to a powerful yugoloth lord.

In return for your unflinching obedience, you gain a small measure of the wretched fiend's power.

Prerequisites: Neutral evil alignment.

Benefit: Once per day, while performing an evil act, you can call upon your fiendish patron to add a +1 luck bonus to any one attack roll, saving throw, ability check, skill check, or level check.

Special: This feat can only be taken once.

A character who takes this feat cannot also take the Disciple of Darkness or Thrall to Demon feat.

THRALL TO DEMON [VILE]

You formally supplicate yourself to a demon prince.

In return for this obedience, you gain a small measure of the demon prince's power.

Prerequisites: Chaotic evil alignment.

Benefit: Once per day, while performing an evil act, you can call upon your demonic patron to add a +1 luck bonus to any one attack roll, saving throw, ability check, skill check, or level check.

Special: This feat can only be taken once.

A character who takes this feat cannot also take the Disciple of Darkness or Scion of Sorrow feat.

TORMENTED KNIGHT [VILE]

You are inexorably bound to the loathsome yugoloths that lurk in the Barrens of Doom and Despair, and you strive to bring misery and pain to all creatures that oppose them.

Prerequisites: Scion of Sorrow, base attack bonus +4.

Benefit: Any weapon you wield is treated as evil-aligned for the purpose of overcoming damage reduction.
Any chaotic or lawful outsider you successfully damage with a melee or ranged weapon must succeed on a

Fortitude save (DC 10 + damage dealt) or take 1d4 points of Charisma damage.

Special: This feat can only be taken once.

A character who takes this feat cannot also take the Demonsword Knight or Hellbound Knight feat.

A fighter can select this feat as one of his fighter bonus feats.

In addition, as soon as you take this feat, your flesh turns pale and becomes unnaturally cold to the touch.

CHAMPIONS OF VALOR (3.5)

MAIN SECTION FEATS

BROKEN ONE'S SACRIFICE []

Your dedication to Ilmater's philosophy has given you the power to take attacks directed at others.

Prerequisites: Wis 13, member of the Broken Ones monk order.

Benefit: As an immediate action, you can intervene on behalf of an adjacent ally (of your size or smaller) who is under attack.

When you activate this feat, you and the ally switch spaces. If there is not enough space for this to occur, you can't activate the feat.

Then, you suffer the harmful effect as if you were the intended target; the ally is unaffected by it.

In addition to the obvious harmful effect this has upon you, this action is a drain on your personal energy. Once the effect of the intervention is resolved, you become fatigued. You cannot use this feat if you are exhausted or if you are immune to fatigue.

You can choose to activate this feat after the success or failure of the harmful effect is determined, but you must activate it before the extent of the effect is determined and/or applied to the ally.

Example: If an adjacent ally is attacked, you could wait until after the attack roll (and confirmation roll, if the attack is a critical threat) is made to activate the feat, but you would have to activate it before damage is rolled.

If the adjacent creature also benefits from a miss chance, you could wait until after that roll was made to activate the feat.

Example: If an adjacent creature is within the area of a *lightning bolt* spell, you could wait until the creature rolls its saving throw (and checks its spell resistance, if any), but you would have to activate the feat before the spell's damage is rolled. If an adjacent creature is targeted by an attack that deals a fixed amount of damage, such as a maximized *magic missile* spell, you would choose to activate this feat after the spell hit the target, but before damage was applied.

By activating this feat, you give up any opportunity to avoid the harmful effect normally allowed by a saving throw, spell resistance, AC, or concealment.

If the effect allows a saving throw or spell resistance, you automatically fail the save or spell resistance check.

If the effect requires an attack roll, it automatically hits you (and if it scored a critical hit, it automatically scores a

critical hit on you), even if you would normally benefit from a miss chance against the attack.

Any immunities or resistances you have apply normally; for example, if you are immune to critical hits, an attacker can't score a critical hit on you just because he scored one on the ally.

If you can't physically interact with or manipulate objects (for instance, if you are incorporeal or in gaseous form, or if either you or the ally, but not both of you, are ethereal), you can't switch places with the ally and thus can't activate this feat.

It should go without saying, but if you are incapable of taking an action (dazed, paralyzed, stunned, unconscious, and so on), you can't use this feat.

CARMENDINE MONK []

You have learned that study is just as important as insight to finding enlightenment.

Prerequisites: Int 13, member of Zealots of the Written Word monk order (see page 105).

Benefit: You can use your Intelligence bonus instead of your Wisdom bonus for determining your monk AC bonus and for determining the save DC against your stunning fist and quivering palm attacks.

You can study your thesis notes for 1 hour to treat your monk level as two higher for determining one of the following monk abilities: unarmed damage, AC bonus, or unarmored speed bonus.

This benefit lasts for 24 hours, at which point you can study your notes again to gain the same or a different effect.

You can't study your notes more than once in any 24-hour period.

DEFENDER OF THE HOMELAND [EXALTED]

You have sworn a sacred oath to protect your country from evil.

Prerequisites: Wis 13, any good alignment.

Benefit: When fighting in your home region, you gain a +1 sacred bonus to Armor Class and immunity to fear effects.

DETECT SHADOW WEAVE USER []

You can determine if a magic item or spellcaster is using the Weave or the Shadow Weave.

Prerequisites: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Benefit: Whenever you observe spellcasting or a magical effect you can make a Spellcraft check (DC 15 + spell level) as an immediate action to determine if the effect comes from the Weave or the Shadow Weave.

When using *detect magic*, you automatically identify the Weave or Shadow Weave origin of any aura you detect.

DRUUTH SLAYER []

YOU have studied the lore of the druuth (a cabal of doppelgangers led by a mind flayer) and know how to recognize and resist their powers.

Prerequisites: Knowledge (dungeoneering) 2 ranks, Knowledge (nature) 2 ranks.

Benefit: This feat grants three benefits.

First, you get a +1 bonus on Will saving throws.

Second, you gain a +10 insight bonus on Spot checks made to recognize a doppelganger using its change shape ability. Third, if affected by a mind flayer's *mind blast*, you get a new saving throw every round at the end of your turn to end the stun effect.

DUERRAN METAFORM TRAINING [PSIONIC]

Your studies have shown you the way to link your psionics and your *enlarge person* spell-like ability.

Prerequisite: Gray dwarf.

Benefit: You can expend 5 power points to activate your *enlarge person* spell-like ability.

Though the triggering energy is psionic (and thus can't be initiated where psionics is unavailable), all other effects work like standard spell-like abilities.

Note: This psionic technique was created by the gray dwarf worshipers of Deep Duerra, but other duergar (including exiles) have developed it independently.

DUERRAN STEALTH TRAINING [PSIONIC]

Your studies have shown you the way to link your psionics and your *invisibility* spell-like ability.

Prerequisite: Gray dwarf.

Benefit: You can expend 5 power points to activate your *invisibility* spell-like ability.

Though the triggering energy is psionic (and thus can't be initiated where psionics is unavailable), all other effects work like standard spell-like abilities.

Note: This psionic technique was created by the gray dwarf worshipers of Deep Duerra, but other duergar (including exiles) have developed it independently.

FROM SMITE TO SONG []

You can channel your destructive holy energy into powerful song magic for the glory of Milil.

Prerequisites: Perform (any) 3 ranks, member of the Harmonious Order (see page 101).

Benefit: You can spend a smite evil attempt to duplicate the effects of the inspire courage bardic music ability (see page 29 of the *Player's Handbook*). Your effective bard level (for the purpose of determining the value of the bonuses granted) is equal to your paladin level. Add Perform to your list of paladin class skills.

INITIATE OF ANHUR [INITIATE]

YOU have been initiated into the greatest secrets of Anhur's church.

Prerequisites: Cleric or ranger 5th, patron deity Anhur.

Benefit: You take no penalty on Listen checks for being distracted or asleep.

You can make attacks of opportunity when you are flat-footed as though you had the Combat Reflexes feat.

You do not gain extra attacks of opportunity in a round from this ability.

In addition, you add the following spells to your cleric or ranger spell list.

1st—*bless weapon*.

2nd—*spiritual weapon* (ranger only), *thunderstroke* (see page 59).

Normal: A distracted or sleeping character makes Listen checks with a -5 or -10 penalty, respectively.

INITIATE OF ARVOREEN [INITIATE]

You have been initiated into the greatest secrets of Arvoreen's church.

Prerequisites: Halfling, cleric or paladin 4th, patron deity Arvoreen.

Benefit: Add Hide and Move Silently to your list of cleric or paladin class skills.

In addition, you add the following spells to your cleric or paladin spell list.

1st—*enlarge person*, *low-light vision*, *message*.

3rd—*blade thirst*, *safe clearing*.

INITIATE OF BARAVAR CLOAKSHADOW [INITIATE]

You have been initiated into the greatest secrets of Baravar Cloakshadow's church.

Prerequisites: Gnome, cleric or paladin 4th, patron deity Baravar Cloakshadow.

Benefit: You can spend a turn/rebuke attempt as a standard action to recognize all visible illusion effects within 60 feet of you.

If the illusion has a save entry that includes "disbelief" (such as *silent image*), you are immediately awarded an automatically successful save against that illusion.

Illusions that have no visible effect (such as *invisibility*) are not revealed by this action.

In addition, you add the following spells to your cleric or paladin spell list.

1st—*camouflage*.

2nd—*invisibility*, *swift invisibility* (see page 56).

3rd—*displacement*.

4th—*dimension door*.

INITIATE OF EILISTRAEE [INITIATE]

You have been initiated into the greatest secrets of Eilistraee's church.

Prerequisites: Drow or half-drow, cleric or ranger 4th, patron deity Eilistraee.

Benefit: Once per day, you can spend one of the daily uses of your racial spell-like abilities (*dancing lights*, *darkness*, or *faerie fire*) to produce a *magic missile* effect (caster level equals class level).

In addition, you add the following spells to your cleric or ranger spell list.

1st—*Eilistraee's moonfire* (see page 55).

3rd—*lesser spell song* (see page 58).

6th (cleric only)—*spell song* (see page 58).

INITIATE OF THE HOLY REALM [INITIATE]

You have been initiated into the greatest secrets of one of the faiths of the Holy Realm (Chauntea, Helm, Lathander, Selûne, or Sune).

Prerequisites: Cleric, paladin, or ranger 3rd of Chauntea, Helm, Lathander, Nobanion, Selûne, or Sune.

Benefit: You get a +1 sacred bonus on all saving throws while within the Holy Realm or on a quest specifically dedicated to supporting the Holy Realm.

In addition, you add the following spells to your cleric, paladin, or ranger spell list.

1st—*alarm*, *handfire*, *horrible taste* (see page 56), *rosemantle*.

2nd—*lionheart* (see page 56), *love bite* (see page 56), *warning*.

INITIATE OF HORUS-RE [INITIATE]

You have been initiated into the greatest secrets of Horus-Re's church.

Prerequisites: Cleric, paladin, or ranger 4th, patron deity Horus-Re.

Benefit: Once per day, you can use wild shape (as the druid ability) to take the shape of a hawk for 1 hour.

This is a supernatural ability.

In addition, you add the following spells to your cleric, paladin, or ranger spell list.

1st—*command* (paladin and ranger only), *disk of solar vengeance* (see page 54), *herald's call*.

2nd—*stormvoice* (see page 59).

3rd—*righteous fury* (cleric only), *searing light* (paladin and ranger only).

INITIATE OF MILIL [INITIATE]

You have been initiated into the greatest secrets of Milil's church.

Prerequisites: Cleric or paladin 4th, Perform (any) 3 ranks, patron deity Milil.

Benefit: Your bard, cleric, and paladin levels stack for the purpose of determining which kinds of bardic music you can use (but not any other effect related to bardic music). You must still meet the Perform skill rank requirement to use various kinds of bardic music.

In addition, you add the following spells to your cleric or paladin spell list.

1st—*harmony*.

2nd—*dispel silence* (see page 54).

3rd—*veille*.

INITIATE OF NOBANION [INITIATE]

You have been initiated into the greatest secrets of Nobanion's church.

Prerequisites: Cleric or paladin 4th, patron deity Nobanion.

Benefit: You gain wild empathy (as the druid class feature), usable only on feline and part-feline animals or magical beasts (such as chimeras, dire lions, dire tigers, dragonnoses, and manticores); your effective druid level for the purpose of making such checks is equal to the sum of your druid, ranger, cleric, and paladin class levels.

You also gain the smite power, the supernatural ability to make a single melee attack once per day with a +4 bonus on the attack roll and a bonus on damage equal to the sum of your cleric, druid, ranger, and paladin levels.

These bonuses only apply if the attack is made against a follower of Malar or an item of his church; if you accidentally smite a creature or object that doesn't meet this requirement, the smite has no effect but is still used. You must declare the smite attempt before making the attack.

In addition, you add the following spells to your cleric or paladin spell list.

2nd—*lion heart* (see page 56).

3rd—*summon nature's ally II* (lion only).

4th—*shout*.

INITIATE OF TORM [INITIATE]

YOU have been initiated into the greatest secrets of Torm's church.

Prerequisites: Cleric or paladin 4th, patron deity Torm.

Benefit: You gain the smite power, the supernatural ability to make a single melee attack once per day with a +4 bonus on the attack roll and a bonus on damage equal to the sum of your cleric, druid, ranger, and paladin levels.

These bonuses only apply if the attack is made against a follower of Bane or Cyric (including former incarnations or variants of those deities, such as Bhaal, Myrkul, or Xvim); if you accidentally smite a creature that doesn't meet this requirement the smite has no effect but is still used. You must declare the smite attempt before making the attack.

In addition, you add the following spells to your cleric or paladin spell list.

1st—*bless weapon* (cleric only), *command* (paladin only).

4th—*hand of Torm**.

*This spell (and others) appeared in *Magic of Faerûn* with a deity designator, but there was no rule prohibiting its use by other clerics.

If you use initiate feats in your game, you should not allow clerics without the appropriate initiate feat to cast those spells.

Thus, only characters with the Initiate of Torm feat should be able to cast the *hand of Torm* spell, even though *Magic of Faerûn* put it on the cleric and paladin spell lists.

INITIATE OF TYMORA [INITIATE]

You have been initiated into the greatest secrets of Tymora's church.

Prerequisites: Cleric or ranger 4th, patron deity Tymora.

Benefit: Once per day, you can add a +5 luck bonus on any attack roll, saving throw, skill check, or ability check you have just made before the DM declares whether the roll results in success or failure.

If you have the Luck domain and you use that domain's power to reroll this attack, save, or check, the luck bonus applies to the reroll as well.

In addition, you add the following spells to your cleric or ranger spell list.

1st—*fleeting fortune* (see page 55).

2nd—*favor of Tymora* (see page 55).

KNIGHT OF THE RED FALCON [EXALTED]

Your military order has a legendary ability to survive against overwhelming odds.

Prerequisites: Cleric, fighter, or paladin 4th, member of the Order of the Red Falcon (see page 103).

Benefit: You gain a +1 morale bonus to Armor Class when you are adjacent to more than one enemy. (Helpless enemies don't count toward this benefit).

KNIGHT OF THE RISEN SCEPTRE [EXALTED]

Your military order is dedicated to lighting Set and his minions, and even death cannot stop you from this task.

Prerequisites: Paladin or ranger 8th, patron deity Osiris.

Benefit: You get a +4 sacred bonus on saving throws against death effects, energy drain, and ability drain.

If you are slain by a follower of Set, you come back to life 1 hour later as though *resurrection* had been cast upon you. Instead of losing a level due to this effect, you gain one negative level.

If a follower of Osiris brings you back to life with *raise dead*, *resurrection*; or a similar effect that would normally cause you to lose a level, you gain one negative level rather than losing a level.

You can gain the negative level bestowed by this feat even if you are normally immune to negative levels.

A negative level bestowed by this feat can't be removed by any normal means (such as *restoration*), nor does it ever become an actual lost level.

Instead, the negative level remains until you *next* gain a class level, or until you kill or destroy the follower of Set who killed "you," at which point it disappears.

While you have a negative level bestowed by this feat, you lose all benefits of this feat except the sacred bonus on saving throws.

KNIGHT OF TYR'S HOLY JUDGMENT [EXALTED]

You can draw upon the power of Tyr to sense and understand the law and to locate devils.

Prerequisites: Int 13, member of the Knights of Holy Judgment (see page 102).

Benefit: You gain a supernatural ability to sense and understand laws.

Add your paladin level to any Knowledge or Intelligence check made regarding laws.

You can use this ability even if you are unfamiliar with the local laws or don't even know where you are.

For example, if you use this ability upon approaching the city of Luthcheq in Chessenta, a Knowledge (arcana) or Knowledge (local Chessenta) check reveals to you that arcane magic is forbidden there.

If you later end up in a strange land by way of a *portal*, and a Knowledge (religion) check reveals that Loviatar is the official religion where you are, you realize you are in (for instance) Dambrath.

You can use this ability to find loopholes in the law, such as learning that the local temple's ability to offer a wanted criminal sanctuary only applies from dusk until dawn, allowing you to arrest the criminal after daybreak.

When you use your *detect evil* ability, the second round of use reveals whether or not any creatures in the area are devils, though you do not learn their exact location (but in most cases you can identify them in the third round by the strength of their aura).

You gain a +1 sacred bonus to Armor Class against devils.

KNIGHT OF TYR'S MERCIFUL SWORD [EXALTED]

You can draw upon the power of Tyr to sense where you are needed.

Prerequisites: Wis 13, member of the Knights of the Merciful Sword (see page 102).

Benefit: You gain the supernatural ability to sense injustice and great evil.

Once per week as a standard action, you can concentrate to sense the direction of the greatest injustice or evil within 1 mile of you (DM's determination).

Alternatively, you can meditate for 8 hours to expand your range to 10 miles for that use of the feat. Murder, treason, and the presence of evil outsiders rank highest with this sense, while other crimes, injustices, and evil creatures rank lower, similar to the aura strengths listed in the *detect evil* spell. You gain a +1 sacred bonus to Armor Class against demons. You get a +1 sacred bonus on Fortitude saves against effects created by followers of Loviatar.

MARK OF THE TRIAD [DIVINE]

You have been initiated into the greatest secrets of the Triad, the godly triumvirate of Tyr, Torm, and Ilmater. **Prerequisites:** Initiate of Ilmater, Initiate of Torm (see page 11), or Initiate of Tyr. **Benefit:** You can spend a turn undead attempt as a swift action and imbue a greatsword, longsword, or unarmed strike with either the axiomatic or holy special ability (see page 223 and 225 of the *Dungeon Master's Guide*, respectively). The effect lasts until the start of your next turn.

OVERCOME SHADOW WEAVE []

You understand the strengths and weaknesses of the Shadow Weave and are more resistant to its tricks. **Prerequisites:** Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, spellcaster who uses the Weave. **Benefit:** You get a +5 bonus on caster level checks to detect, counterspell, and dispel Shadow Weave effects. You get a +1 bonus on Will saving throws against Shadow Weave effects.

PALADIN OF THE NOBLE HEART [EXALTED]

You are tasked by Ilmater to eliminate cruelty from the world, particularly that of Loviatar. **Prerequisites:** Knowledge (religion) 4 ranks, member of the Companions of the Noble Heart (see page 100). **Benefit:** You get one extra smite evil attempt per day that can only be used on followers of Loviatar or items of her church.

SILVER BLOOD []

You have magically or alchemically imbued your flesh and blood with silver, making you resistant to lycanthrope attacks. **Prerequisite:** Base Fortitude save +2. **Benefit:** You cannot be infected with lycanthropy. Any lycanthrope that bites you must make a Fortitude save (DC 10 + 1/2 your Hit Dice + your Con modifier) or take damage equal to your Constitution modifier (minimum 1 point). This damage is treated as silver for the purpose of overcoming a lycanthrope's damage reduction. **Special:** If you are already an afflicted lycanthrope, the DCs for your Control Shape checks increase by 5 and you lose your lycanthrope damage reduction. If you are already a natural lycanthrope, you must make a DC 15 Control Shape check to change form and your lycanthrope damage reduction decreases to 5/silver.

SILVER FANG []

By following a ritual taught by the Fangshields, your natural attacks are suffused with the power of silver and are fully effective against lycanthropes. **Prerequisites:** Base Fortitude save +4, member or ally of the Fangshields (see page 78). **Benefit:** Your natural attacks and unarmed strikes count as silver weapons for the purpose of overcoming damage reduction. **Special:** If you are a lycanthrope, your natural attacks no longer infect others with lycanthropy.

SMITING POWER []

You use your smite ability to augment other combat maneuvers. **Prerequisites:** Power Attack, ability to smite. **Benefit:** You can use your smite ability (whether smite evil or from some other source) when making a bull rush or overrun attempt. If your smite ability would normally grant a bonus on your attack roll against the target of your bull rush or overrun, you can add this bonus to your Strength check instead. In addition, if you win the opposed check to bull rush or overrun the target, you deal damage to the target equal to the bonus the smite would grant on a damage roll against that creature. You must announce the smite attempt before starting the bull rush or overrun. If your smite attempt would not grant a bonus against the target of your bull rush or overrun attempt (for instance, if you used smite evil when bull rushing a nonevil creature), the attempt is wasted to no effect.

SWORD OF THE ARCANE ORDER []

Members of your military order have a special connection with arcane magic. **Prerequisites:** Paladin 4th of Azuth or Mystra, or ranger 4th of Mystra; member of the Knights of the Mystic Fire (see page 102), the Order of the Shooting Star (see Knights of the Mystic Fire, page 102), or the Swords of the High One (see page 104). **Benefit:** You can use your paladin and ranger spell slots to prepare wizard spells. You must have a minimum Intelligence score of 10 + the spell's level to prepare it, and the save DC of the spell is equal to 10 + your Int modifier (as if you were a wizard). These wizard spells can be taken either from your spellbook (if you have one) or from another character's spellbook (though in the latter case you must decipher the writing in the book and succeed on a Spellcraft check to prepare the spell, just as a wizard using a borrowed spellbook; see Wizard Spells and Borrowed Spellbooks, page 178 of the *Player's Handbook*, for details). If you also have levels in wizard, your wizard caster level is treated as the sum of your wizard, paladin, and ranger class levels. **Special:** Azuth has a paladin order called the Swords of the High One, Mystra has a paladin order called the Knights of the Mystic Fire and a closely allied group of rangers called the Order of the Shooting Star.

Members of all three of these groups can select this feat as long as they are at least 4th level in their respective order's primary class.

SUN SOUL MONK []

Your training with this monk order gives you special powers depending on which sect you follow.

Prerequisites: Monk 6th, member of the Sun Soul monk order (see page 25 of the *FORGOTTEN REALMS Campaign Setting* and page 41 of *City of Splendors: Water deep*).

Benefit: This feat's benefit depends on the patron deity of the monastery where you studied.

Lathander: You can channel your *ki* to turn an undead creature.

Once per day you can choose to imbue a single unarmed strike with *ki*; this decision must be made before the attack roll is made.

If you hit an undead creature with this attack, it is turned unless it succeeds on a Will save (DC 10 + 1/2 your HD + your Wis modifier).

If the undead creature has turn resistance, it can add this as a bonus on its save.

If you have the Stunning Fist feat, you can also expend a daily use of your stunning fist to use this feat.

If you have the turn undead class feature, you can expend a turn undead attempt to use this feat.

Selûne: Your unarmed strikes deal an extra 1 point of cold damage and count as silvered weapons for the purpose of overcoming damage reduction.

When in moonlight or starlight, treat your monk level as three levels higher for the purpose of determining your unarmored speed bonus.

Sune: Your combat style is fascinating to watch.

Once per day as a standard action, you can perform a maneuver that fascinates a single creature within 30 feet that can see you (Will negates, save DC 10 + 1/2 your HD + Cha modifier).

Creatures of a type different from your gain a +4 bonus on the save.

This supernatural effect lasts for 1 round.

If you have the Stunning Fist feat, you can also expend a daily use of your stunning fist to use this feat.

SIDEBAR FEATS

FAVORED IN GUILD []

You are an active and valued member of your organization.

Prerequisites: Membership in a guild or organization.

Benefit: Select one of your organization's associated skills.

As long as you remain a member of the organization, you gain a +2 competence bonus on all checks made with that skill.

An organization member with this feat also gains one additional fringe benefit, the exact details of which depend on his organization.

These benefits are described in each organization entry.

Normal: To receive general benefits from your organization, you must pay your monthly dues.

FAVORED IN GUILD BENEFIT (FANGSHIELDS)

[]

If you have the Favored in Guild feat, you gain a special benefit for belonging to this guild.

When the moon is at least half full (waxing or waning), you get a +2 bonus on Hide checks and Move Silently checks; this bonus stacks with the other skill bonuses from the Favored in Guild feat.

Members of this group are also eligible to take the Silver Fang feat (see page 33).

FAVORED IN GUILD BENEFIT (FELLOWSHIP OF THE PURPLE STAFF) []

If you have the Favored in Guild feat, you gain a special benefit for belonging to this guild depending on your class. If you have levels in wizard and are also a divine spellcaster, choose one of the two benefits described below.

Divine Spellcaster—Add *handfire* (1st), *horrible taste** (1st), *lionheart** (2nd), *love bite** (2nd), *rosemantle* (1st), and *warning** (2nd) to your spell list.

(If you have levels in more than one divine spellcasting class, choose one class spell list to receive this benefit; all other classes are unaffected).

* New spells described in Chapter 2.

Wizard—Each time you gain an even-numbered wizard level, you can add one of these spells to your spellbook: *alarm*, *break enchantment*, *continual flame*, *Darsson's potion*, *dispel magic*, *dream*, *fabricate*, *fly*, *greater dispel magic*, *hardening*, *healing touch*, *hold monster*, *illusory wall*, *levitate*, *mirage arcana*, *move earth*, *overland flight*, *permanent image*, *stone shape*, *telekinesis*, *wall of iron*, *wall of stone*, or *water breathing*.

This extra spell is in addition to the two spells you learn upon gaining a new wizard level.

FAVORED IN GUILD BENEFIT (GUARDIANS OF THE WEAVE) []

If you have the Favored in Guild feat, you gain a special benefit for belonging to this group.

As part of their special training, Guardians using *detect magic* can recognize a wild magic or dead magic area on the first round of the spell instead of the second round.

They get a +1 competence bonus on caster level checks to detect, counterspell, or dispel Shadow Weave effects, and a +1 competence bonus on saving throws against Shadow Weave effects.

Members of this group are also eligible to take the Overcome Shadow Weave feat (see page 33).

FAVORED IN GUILD BENEFIT (KNIGHTS OF THE FLYING HUNT) []

A Knight of the Flying Hunt must have the Favored in Guild feat to qualify for membership in the organization and must have taken 1st level in the prestige class (see page 106).

Thus, he gains special benefits automatically for belonging to this group.

He earns a salary of 100 gp per Knight of the Flying Hunt level each month so long as he actively participates in his duties or is on special assignment.

He receives any necessary curative and restorative spells to heal wounds and other maladies sustained in battle. And he receives the legendary *flying hunt armor* of the Knights (see page 65) as a gift from the Nimbral Lords.

FAVORED IN GUILD BENEFIT (THE DRUIDS OF TALL TREES) []

If you have the Favored in Guild feat, you gain a special benefit for belonging to this group. Any druid member of the circle casts conjuration (healing) spells at +1 caster level. Any character (druid or not) receives free healing for any wounds received while defending the forest from foes.

FAVORED IN GUILD BENEFIT (THE KNIGHTS OF IMPHRAS II) []

Members of the Knights of Imphras II gain access to a variety of goods and services that make their adventuring exploits easier, particularly for those tasks done in the service of the Knights. Training, spell access, and shares of the spoils brought in by Knights' actions are all available, so long as the member continues to contribute to the efforts of the Knights. Because the Knights are pledged to the defense of the monarchy, they can draw on the royal treasury for the purchase of arms and armor. Any such item the character wishes to purchase (within the strictures of the gp limit) can be bought for 90% of its standard value, with the crown paying the difference. In addition, characters who battle would-be invaders of Impiltur are permitted to keep any personal items the interlopers carried, while the crown only claims siege weapons and the invaders' supplies. Knights also have access to free spellcasting within the organization.

Once per month, any member can request a single spell be cast upon him.

This can be a divine spell cast by a member of up to two levels higher than the requester, or an arcane spell cast by a member of up to the same level as the requester.

Thus, a 5th-level Knight could request a single divine spell of a 7th-level caster or a single arcane spell of a 5th-level caster.

If any expensive material components are needed to cast the spell, the requester must provide those (or the coin to purchase them).

Spells with XP components are not available through this service.

Once per month, as part of the preparation for a mission, a Knight receives disposable magic equipment (scrolls, potions, and wands) equal to 10% of the Knight's expected character wealth (see page 135 of the *Dungeon Master's Guide*) from the leadership.

This benefit most often takes the form of curative magic, specialized spells needed for unusually tricky or difficult missions, or extra firepower for raids.

Occasionally, a member can receive permanent magic equipment on loan (usually with defensive or unusual properties, such as *nondetection*), but he is expected to return these items upon completion of the mission.

FAVORED IN GUILD BENEFIT (THE KNIGHTS OF THE NORTH) []

If you have the Favored in Guild feat, you gain a special benefit for belonging to this group.

Members of the Knights of the North gain access to a variety of goods and services that make their adventuring exploits easier, particularly for those tasks done in the service of the Knights.

Training, spell access and castings, and shares of the spoils brought in by Knights' actions are all available, so long as a member continues to contribute to the efforts of the Knights.

Because the Knights engage in legitimate trade, aid merchants who are rivals of the Zhentarim, and claim the goods taken from Zhent caravans they raid, they have access to an amazing array of merchandise.

Any item a character wishes to purchase (within the strictures of the gp limit) can be bought for 90% of the standard value, while an item offered for sale to the Knights nets only 60% of the book value.

In addition, characters who participate in raids on Zhent caravans are permitted to keep any personal items the guards and agents carried, while the Knights only claim the goods in the wagons themselves for trade elsewhere. Knights also have access to free spellcasting within the organization.

Once per month, any member can request a single spell be cast upon him.

This spell can be of any level a caster of up to two levels higher than the requester's level could cast.

Thus, a 5th-level Knight could request a single spell of a 7th-level caster.

If any expensive material components are needed to cast the spell, the requester must provide those (or the coin to purchase them).

Spells with XP components are not available through this service.

Once per month, as part of the preparation for a mission, a Knight receives disposable magic (scrolls, potions, and wands) equal to 10% of the Knight's expected character wealth (see page 135 of the *Dungeon Master's Guide*) from the leadership.

This benefit most often takes the form of curative magic, specialized spells needed for unusually tricky or difficult missions, or extra firepower for raids.

Occasionally, a member can receive permanent magic equipment on loan (usually with defensive or unusual properties, such as *nondetection*), but he is expected to return these items upon completion of the mission.

FAVORED IN GUILD BENEFIT (THE SOFT CLAWS) []

If you have the Favored in Guild feat, you gain a special benefit for belonging to this group.

You receive lodging at the Moonstone Mask for half the normal rate.

You also receive free healing sufficient to return you to full hit points after one evening's lodging.

In addition, you receive a *nevertoken* (see page 70) as a symbol of your affiliation with the group and as a tool for your work.

Nevertokens are magical recognition badges carried by all Soft Claws, given to them by Zundaerazylym. She has a cache of identical items, for the entire cache of Halruaan family trading-tokens was given to her in the Year of the Watching Cold (1320 DR) by Ensible Mritavvalan, the dying last member of that family.

Finally, there is a percentage chance equal to your character level (or that of the highest-level character in a group of Soft Claws) that Zundaerazylym will come to your rescue during a dire situation should you somehow manage to contact her.

The steel dragon will only perform this heroic service once during your stint of duty with the Soft Claws.

Subsequent requests are politely declined, with the dragon citing her own safety and anonymity as reasons for her refusal.

CITY OF SPLENDORS WATERDEEP (3.5)

MAIN SECTION FEATS

DUNGEONEER'S INTUITION []

You can sense when things don't feel right, and you have a knack for avoiding deadly traps and sudden ambushes.

Prerequisites: Wisdom 13, trap sense class feature.

Benefit: You add your Wisdom bonus to your trap sense bonus.

In addition, you can apply your trap sense bonus to your AC during a surprise round (although you still might be flat-footed if you were not aware of your foes before they struck).

HAND OF TYR []

You have sacrificed your right hand to Tyr, the Maimed God, proving your resilience and strength of spirit.

Most who take this feat wrap their right hands in white gauze, voluntarily refraining from using the hand. Others have lost their hand in battle, and a few fanatical followers of the Maimed God choose to cut off their hand to demonstrate their zeal and devotion to Tyr's faith.

Prerequisites: Patron Tyr, alignment lawful good, ability to turn undead.

Benefit: As long as you refrain from using your right hand, you receive a +1 sacred bonus on attack rolls, damage rolls, and Will saves.

Since you are using only one hand, you cannot fight with two weapons, wield a two-handed weapon, or fight with a one-handed weapon and a heavy shield.

You can fight with a one-handed weapon and a light shield, but you cannot use your shield hand to hold other objects such as a holy symbol, spell components, or a light source. (This means you must use your weapon hand to cast spells, so you might have to drop or sheathe a weapon when you wish to cast a spell requiring your holy symbol or somatic components).

You take a -4 penalty on Climb, Disable Device, Open Lock, and Tumble checks.

You can only gain the benefit of wearing one magic ring.

(If you previously considered yourself right-handed, you suffer no penalty for using your left hand as your primary hand.

Handedness isn't defined in the game; the point of the vow is to restrict yourself to using one hand).

Special: If you violate your oaths and use your right hand for any purpose, you lose the benefits of this feat until you perform a rite of purification in a shrine or temple of Tyr, which requires 24 hours of vigil and prayer.

INITIATE OF SHAR [INITIATE]

You have been initiated into the greatest secrets of Shar's church.

Prerequisite: Able to cast 1st-level divine spells, patron deity Shar.

Benefit: You add Bluff and Hide to your list of class skills. In addition, you add the following spells to your divine spellcaster spell list.

If you have more than one divine spellcasting class before taking this feat, you must decide which class has the additional spells added to its list.

1st Disguise Self: Changes your appearance.

3rd Crushing Despair: Subject takes -2 on attack rolls, damage rolls, saves, and checks.

4th Armor of Darkness: Creates a shroud of shadow around target that grants darkvision, a bonus to AC, and a bonus on some saving throws.

5th Darkbolt: One beam of darkness/2 levels deals damage and dazes opponents.

Special: The *armor of darkness* and *darkbolt* spells also appear on the Darkness domain list.

With this feat, you can cast them as regular cleric spells, not just domain spells.

JESTER'S MAGIC []

You are a skilled master of magical jests, capable of inciting audiences to laughter or lulling them to sleep.

Prerequisites: Perform (acting) 8 ranks, ability to cast arcane spells.

Benefit: Choose either the bardic jester tradition or the jester mage tradition.

You gain +1 caster level when casting a spell from the list below for your tradition.

The bardic tradition of jester's magic includes the following bard spells at the appropriate levels: 0—*prestidigitation*; 1st—*remove fear*, *hypnotism*, *Tasha's hideous laughter*; 2nd—*calm emotions*, *enthrall*; 3rd—*confusion*, *glibness*; 4th—*modify memory*; 5th—*mass suggestion*; 6th—*Otto's irresistible dance*.

The mage tradition of jester's magic includes the following sorcerer/wizard spells at the appropriate levels: 0—*prestidigitation*; 1st—*grease*, *hypnotism*; 2nd—*Tasha's hideous laughter*, *rope trick*; 3rd—*deep slumber*, *suggestion*; 4th—*confusion*; 5th—*seeming*; 6th—*mass suggestion*; 7th—*project image*; 8th—*Otto's irresistible dance*; 9th—*weird*.

LUNAR MAGIC []

Your spells and spell-like abilities are tied to the phase of the moon, rising and falling with the strength of Selûne.

Prerequisite: Patron deity Selûne or Mystra, arcane or divine spellcaster level 1st.

Benefit: As shown in the table below, your effective caster level for all spells you cast or spell-like abilities you possess is tied to the phase of the moon.

For purposes of this feat, the new moon and full moon are considered to last three successive nights (the night before, the night of, and the night after the true full moon or new moon).

Since Selûne's month is almost exactly as long as the calendar month, the moon is always full right at the beginning of the month, and dark right in the middle of the month, as shown below.

Moon Phase	Days of the Month	Effective Caster Level
New Moon	15, 16, 17	-1
Full	30, 1, 2	+1

VEIL OF CYRIC []

You have reconciled yourself to the unfortunate truth that hard decisions and regrettable actions are necessary in the service of your deity.

You intrinsically rationalize any nongood act, believing your actions to be just and pure.

Prerequisite: Any evil alignment, not an outsider, cannot worship an evil god.

Benefit: You do not register as evil to *detect evil* spells, spell-like abilities, or supernatural abilities unless the aura power (see the *detect evil* spell, *Player's Handbook* page 218) of the detector exceeds your own.

For example, the aura power of a paladin 7/blackguard 1 is moderate, so a good-aligned cleric would need to be 9th level to detect his evil nature.

This feat provides no benefit against attempts to smite evil or spells such as *holy smite* or *holy word*.

You are evil, you simply do not register as such to most *detect evil* attempts.

SIDEBAR FEATS

FAVORED IN GUILD []

You are an active and valued member of your guild.

Prerequisites: Membership in a guild.

Benefit: Select one of your guild's associated skills.

As long as you remain a member of the guild, you gain a +2 competence bonus on all checks made with that skill.

A guild member with this feat also gains one additional fringe benefit, the exact details of which depend on his guild.

The benefits are described under each guild entry.

Normal: To receive general benefits from your guild, you must pay your monthly dues.

You do not gain any guild fringe benefits.

FAVORED IN GUILD FRINGE BENEFIT (ADARBRENT) []

Your connections with Waterdeep's merchant nobility give you a jump on finding the best market for a valuable item. Once per character level, you can sell a magic item for 100% of its market value (or an art object or gem for 120% of its normal value).

FAVORED IN GUILD FRINGE BENEFIT (AGENTS OF THE EYE) []

You know the best markets for valuable merchandise.

Once per character level, you can sell a magic item for 100% of its market value, or an art object or gem for 120% of its normal value.

FAVORED IN GUILD FRINGE BENEFIT (BLACK BOAR TRIBE) []

You have learned to overcome pain and weakness in order to impress your fellows.

Once per character level you can automatically shake off the effects of being sickened, stunned, or shaken.

FAVORED IN GUILD FRINGE BENEFIT (BLACKSTAFF TOWER) []

As a student of Blackstaff Academy, you are eligible to select the Blessed of the Seven Sisters feat, assuming you meet the prerequisites.

You can learn rare or unique spells created by Khelben or Laeral (for example, *blackstaff*, *Khelben's dweomerdoom*, *Khelben's suspended silence*, *Laeral's cutting hand*, and *Laeral's silver lance*, with the notable exception of *Laeral's crowning touch*) any time you have the opportunity to learn new spells, but you may not learn more than one such spell per level gained.

Wizards gain three new spells each time they gain a level instead of two.

FAVORED IN GUILD FRINGE BENEFIT (BULL ELK TRIBE) []

You have learned exceptional savagery in battle from your bloodthirsty fellows.

If you are within 30 feet of another Bull Elk tribesman, you gain a +1 morale bonus on damage rolls.

FAVORED IN GUILD FRINGE BENEFIT (CHURCH OF GOND) []

The church subsidizes the costs of any construct or magic item you create, reducing your raw material costs by 10%.

FAVORED IN GUILD FRINGE BENEFIT (CHURCH OF LATHANDER) []

Your faith is bolstered by active participation in your guild. Once per character level, you can call upon this inner faith and thereby gain a +5 bonus on a turn undead check and the subsequent turning damage roll.

FAVORED IN GUILD FRINGE BENEFIT (CHURCH OF LOVIATAR) []

Participation in Loviatar's rigorous observances has inured you to pain.

Once per character level, you can enter a state of unholy suffering in which you gain damage reduction 2/- and ignore the effects of being sickened or stunned.

This state lasts for 1 minute.

FAVORED IN GUILD FRINGE BENEFIT (CHURCH OF MYSTRA) []

The church subsidizes your monetary expenses when you create magic items, reducing raw material costs to you by 10%.

FAVORED IN GUILD FRINGE BENEFIT (CHURCH OF OGHMA) []

Once per character level you can take 20 on a bardic knowledge check or a Knowledge check (you must have at least 1 rank in the Knowledge skill in question to use this ability).

You must spend 1 hour in research or prayer in a temple devoted to Oghma to use this ability.

FAVORED IN GUILD FRINGE BENEFIT (CHURCH OF SELÛNE) []

Your faith is strengthened by your observances.

Once per character level you can call upon the power of the Moonmaiden to grant you a +5 sacred bonus on saving throws for a period of 1 minute, provided you call upon her between sunset and sunrise and you are beneath a moonlit sky.

In addition, all members of the order who are afflicted by lycanthropes receive a +2 sacred bonus on Control Shape checks.

FAVORED IN GUILD FRINGE BENEFIT (CHURCH OF SHAR) []

Once per character level you can call upon Shar's command of darkness to grant yourself darkvision out to 60 feet for a period of 10 minutes.

If you already have darkvision, you instead gain blindsight out to 30 feet for 1 minute.

FAVORED IN GUILD FRINGE BENEFIT (CHURCH OF TYMORA) []

Once per character level you can call upon the powers of chance to intercede on your behalf immediately prior to a single d20 roll.

You gain a bonus equal to 1d10-4 on the roll; if the result is negative, you take the appropriate penalty instead (fate is fickle, after all).

FAVORED IN GUILD FRINGE BENEFIT (CHURCH OF UMBERLEE) []

Umberlee rewards your faith and service by stretching forth her hand to smite your enemies.

Once per character level, you can call on her power to gain a +5 profane bonus on a single attack roll or spell penetration check.

FAVORED IN GUILD FRINGE BENEFIT (CITY GUARD) []

You learn tactics for fighting alongside other Guards. Whenever you are adjacent to another Guard, you both gain a +1 competence bonus to AC.

FAVORED IN GUILD FRINGE BENEFIT (CITY NAVY) []

You gain a +1 competence bonus on attack rolls and damage rolls while fighting on board a ship or boat.

FAVORED IN GUILD FRINGE BENEFIT (CITY WATCH) []

You gain a +1 bonus on Diplomacy checks and Intimidate checks when dealing with any resident of Waterdeep in Waterdeep.

FAVORED IN GUILD FRINGE BENEFIT (CLERGY OF TYR) []

Tyr's teachings have helped you to differentiate truth from falsehood in the pursuit of justice.

Once per character level you can call upon your teachings to gain a +5 bonus on any one Sense Motive check.

FAVORED IN GUILD FRINGE BENEFIT (DRAGONS) []

You know where to get things.

Once every character level, you can purchase any good or service for just 75% of its actual price as long as you are in Waterdeep or Neverwinter.

FAVORED IN GUILD FRINGE BENEFIT (ELTORCHUL ACADEMY) []

The guild subsidizes your monetary expenses for expensive material components and the creation of magic items, reducing raw material costs by 10%.

FAVORED IN GUILD FRINGE BENEFIT (ENCLAVE OF RED MAGIC) []

The guild subsidizes your monetary expenses when creating magic items, reducing raw materials cost by 10%.

FAVORED IN GUILD FRINGE BENEFIT (GRIFFON CAVALRY) []

Due to frequent training and practice, you gain a +2 bonus on Ride checks while riding griffons.

FAVORED IN GUILD FRINGE BENEFIT (HALASTER'S HEIRS) []

You can learn rare or unique spells created by Halaster or his apprentices (such as *Halaster's blacksphere*, *Halaster's fetch variants*, *Halaster's image swap*, *Halaster's light step*, *Halaster's shaking hand*, *Halaster's teleport cage*, *Trobriand's baleful teleport*, *Trobriand's crystalbrittle*, *Trobriand's glassee*) any time you have the opportunity to learn new spells, but you may not learn more than one such spell per level gained.

The guild subsidizes your monetary expenses when creating constructs, reducing the raw materials cost by 10%.

FAVORED IN GUILD FRINGE BENEFIT (HOLY ORDER OF THE KNIGHTS OF SAMULAR) []

Your faith is bolstered by your participation in the Order. Once per character level, you can deem a particularly insidious mind-affecting spell or ability to be a test of faith, and thereby gain a +5 bonus on your Will saving throw against that attack.

FAVORED IN GUILD FRINGE BENEFIT (NEW OLAMN) []

You can substitute a Perform check in place of a Diplomacy check or Gather Information check by offering your service for free.

In addition, you gain twice the normal income when you use Perform checks to earn money.

FAVORED IN GUILD FRINGE BENEFIT (ORDER OF THE ASTER) []

The fellowship of your comrades strengthens you in times of trial.

Once per character level you can call on this power in order to add a +4 bonus to your Strength score for 1 minute.

FAVORED IN GUILD FRINGE BENEFIT (ORDER OF THE BLUE MOON) []

Your resolve in the service of Mystra and Selûne gives you a special blessing.

Once per character level, you can call on your blessing to gain a +5 sacred bonus on one attack roll or check to penetrate spell resistance, provided the target of your attack or spell is evil.

FAVORED IN GUILD FRINGE BENEFIT (ORDER OF THE EVEN-HANDED) []

Your resolve in the service of Tyr the Just gives you a special blessing.

Once per character level, you can call on your blessing to add a +3 bonus to the save DC of one stunning attack you make using the Stunning Fist feat or cleric spell you cast, provided the target of your attack or spell is evil.

If you are a monk, you can freely multiclass as a cleric or sacred fist and still advance as a monk.

FAVORED IN GUILD FRINGE BENEFIT (ORDER OF THE SUN SOUL) []

Lathander teaches that undead must be destroyed.

Once per character level you can call upon your faith to enter a state of holy resolve, which lasts for 1 minute. While in this state, you gain a +2 morale bonus on attack rolls and damage rolls against undead.

FAVORED IN GUILD FRINGE BENEFIT (RED SASHES) []

You are intimately familiar with one of Waterdeep's wards, and know many of its people and secrets.

Choose one ward; while in that ward, you gain a +2 bonus on Gather Information, Search, Spot, Listen, and Sense Motive checks.

FAVORED IN GUILD FRINGE BENEFIT (THE GRAY HANDS) []

You gain a +1 morale bonus on all saving throws made in Waterdeep or within 10 miles of the city.

FAVORED IN GUILD FRINGE BENEFIT (THE PLAGUE RATS) []

Talona is inclined to be merciful toward you, and rarely afflicts you with her blessings.

You gain a +2 bonus on Fortitude saves against disease.

In addition, if you are an afflicted lycanthrope, you gain a +2 bonus on Control Shape checks.

FAVORED IN GUILD FRINGE BENEFIT (THE SHADOW THIEVES) []

Mask favors thieves who are bold and quick.

Once per character level, you can call upon Mask's blessing to gain a +4 dodge bonus to AC for a duration of 1 minute.

FAVORED IN GUILD FRINGE BENEFIT (THE TEL TEUKIIRA) []

The Moonstars count many skilled magical artisans among their friends.

Once per character level you can purchase a single magic item of 50,000 gp or less for 75% of its normal market price.

FAVORED IN GUILD FRINGE BENEFIT (THE UNSEEN) []

Due to your long association with many shapechangers, you gain a +2 bonus on Spot and Sense Motive checks made to see through a Disguise or Bluff attempt.

FAVORED IN GUILD FRINGE BENEFIT (WANDS) []

House Wands subsidizes the costs of any magic item you create, reducing the cost of raw material components by 20%.

FAVORED IN GUILD FRINGE BENEFIT (WATCHFUL ORDER OF MAGISTS AND PROTECTORS) []

The Order subsidizes your monetary expenses when you create magic items, reducing raw material costs by 10%.

CITYSCAPE (3.5)

MAIN SECTION FEATS

CITY MAGIC [METAMAGIC]

You can use the city itself to shape and enhance your spellcasting.

Prerequisite: Caster level 3rd.

Benefit: You can modify any damaging spell you cast to incorporate the urban environment.

When casting an offensive spell with an energy subtype—acid, cold, electricity, fire, or sonic—you can invest the spell with a portion of the city's spirit.

In most cases, this investment is gritty and spectacular, drawing dirt, gravel, nails, and other nearby detritus into the spell effect.

In other cases, the investiture is much more subtle, often merely changing the look of the spell.

Only half the damage from a spell with the appropriate subtype is considered energy damage, and is thus subject to resistances or immunities.

The remainder comes from the city itself, and is not subject to spell or energy resistances or immunities.

This investiture only occurs for spells cast within urban environments, defined as any area above the size of a small town (DMG 137).

For example, a wizard uses City Magic to cast a *fireball* at a creature with resistance to fire 15.

The damage roll is 20, half of it fire damage and half "city".

Thus, the target takes 10 points of "city" damage instead of 5 points of fire damage.

This feat is useless to spellcasters who cast their spells in a nonurban environment as defined above.

A spell modified using the City Magic feat uses a spell slot of the spell's normal level.

DECEPTIVE SPELL [METAMAGIC]

You can cast spells that seem to come from somewhere other than where they should.

Benefit: A deceptive spell appears to come from any direction you choose.

For instance, a *magic missile* might shoot from a nearby doorway, rather than from your own finger, or a *lightning bolt* might emerge from the floor rather than from you.

You cannot use this feat to gain a bonus to hit, to circumvent cover, to flank, or in any other way to gain a numeric or mechanical advantage on any attack rolls.

Its purpose is to disguise the source of the spell, preventing anyone who did not actively observe you casting it from recognizing you as its caster.

You cannot apply Deceptive Spell to any spell with a range of touch or a target of you.

A deceptive spell uses up a slot one level higher than the spell's actual level.

EFFICIENT DEFENDER []

You have learned to use new techniques and modifications to your armor to increase its protective ability.

Prerequisite: Heavy armor proficiency.

Benefit: When you wear light or medium armor, you gain 1 more point of armor bonus to your AC than that armor normally provides.

For example, a suit of studded leather would have a +4 armor bonus rather than 3.

However, because you must adjust and customize the armor to more effectively cover weak spots, it is also slightly more encumbering, increasing its armor check penalty by 1.

You are not required to make use of this feat.

You decide when donning the armor whether you wish to don it normally, or with this feat in effect.

Special: A fighter can select this feat as one of his bonus feats.

EXTRA CONTACTS []

You make connections and alliances easily.

Prerequisite: Cha 11.

Benefit: Your maximum number of contacts increases by four.

Normal: Without this feat, a character is normally limited to a number of contacts equal to his Charisma modifier (minimum 1).

Special: You can take the Extra Contacts feat multiple times.

Its effects stack.

Each time you take the feat, you add another four to your maximum number of contacts.

FAVORED []

You are an active and valued member of your guild, church, or other organization.

Prerequisites: Membership in a guild, church, or other organization.

If selecting this feat for a church, you must also be a true member, not merely a congregant (as described on page 105).

Benefit: Select one of your organization's associated skills.

As long as you remain a member of that organization, you gain a +2 competence bonus on checks made with that skill.

Additionally, you gain one special benefit depending on your specific guild, church, or organization.

These are described as "favored benefits" in the guild, organization, and church entries, beginning on page 84.

Special: You can take this feat more than once.

Its effects do not stack.

Each time you take this feat, you apply it to a different organization of which you are a member.

INVISIBLE SPELL [METAMAGIC]

You can make your spell effects invisible.

Prerequisite: Any metamagic feat.

Benefit: You can modify any spell you cast so that it carries no visual manifestation.

All other aspects of the spell, including range, area, targets, and damage remain the same.

Note that this feat has no bearing on any components required to cast the enhanced spell, so the spell's source might still be apparent, depending on the situation, despite its effects being unseen.

For example, a *fireball* cast by someone with this feat could be made invisible in the moment of its detonation, but everyone in the area would still feel the full effect (including the heat), and any flammable materials ignited by the explosion would still burn visibly with nonmagical fire.

Those with *detect magic*, *see invisibility*, or *true seeing* spells or effects active at the time of the casting will see whatever visual manifestations typically accompany the spell.

A spell modified using the Invisible Spell feat uses a spell slot of the spell's normal level.

PRIMARY CONTACT []

Your rapport with one of your contacts is stronger than your relationship with the rest.

Prerequisite: Favored.

Benefit: When you gain this feat, select one of your existing contacts to be named your primary contact. Choose one skill associated with the organization to which your contact belongs.

You gain 1 bonus rank in that skill (even if doing so would put you above your normal maximum ranks for that skill). In addition, you can double the frequency with which you can call upon your primary contact for no-charge favors. For example, if your primary contact normally provides its no-charge favor once per month, you can now call upon that favor twice per month.

Special: This feat cannot be taken more than once. If the primary contact associated with this feat dies or is otherwise removed from the campaign, the DM can, at his discretion, either replace that contact with a new contact from the same organization or allow you to name one of your other contacts as your primary contact. In either event, you do not gain the bonus skill rank a second time, but neither do you lose it just because your contact has left the campaign.

ROOF-JUMPER [TACTICAL]

You can make use of the features of the city as handholds and footholds, defying the pull of gravity.

Prerequisites: Balance 7 ranks, Jump 7 ranks, Dodge, Mobility, Roofwalker.

Benefit: The Roof-Jumper feat enables the use of the following tactical maneuvers.

You cannot benefit from more than one maneuver in the same round.

Death from Above: You do substantial damage if you deliberately leap down to attack a foe beneath you.

You must drop at least 20 feet.

You must roll to hit; this qualifies as a charge attack, with all relevant bonuses and penalties.

If you hit, you deal damage as normal, plus an extra 1d6 points for every 10 feet of distance beyond the first 10 feet; thus, a drop of 30 feet causes an extra 2d6 points of damage. You still take whatever damage you would normally take from the fall, but you can reduce the falling damage with a successful Jump check or Tumble check.

You cannot use any ability to slow your fall (such as the monk's slow fall ability, or the *feather fall* spell) while attacking in this manner.

Urban Acrobatics: You can make use of windowsills, awnings, lampposts, and similar features of the city when leaping or falling from buildings.

If you deliberately jump downward within arm's reach of a wall or similar vertical surface, you can move yourself sideways along the wall, traveling up to 5 feet horizontally for every 10 feet you fall.

If you accidentally fall, you can move 5 feet horizontally for every 20 feet you fall.

You can move up to your full movement horizontally in this fashion (so long as the wall is wide enough), even if that distance, plus your falling distance, exceeds your normal movement rate.

Normal: Falling characters can move in no direction but down.

ROOFWALKER [TACTICAL]

You are adept at moving and fighting on rooftops and ledges.

Prerequisites: Balance 5 ranks, Jump 5 ranks, Dodge, Mobility.

Benefit: The Roofwalker feat enables the use of three tactical maneuvers.

Fleet of Feet: You can walk across a precarious surface more quickly than normal.

You can move at your full speed without taking a -5 penalty on your Balance check.

Graceful Drop: If you intentionally jump from a height, you take less damage than you would if you fell.

If you succeed on a Jump check when jumping down (PH 77), you take falling damage as if you had dropped 20 fewer feet than you actually did.

Master of the Roof: You know how to use the slopes to your advantage.

You gain a +1 dodge bonus to AC against any opponent who is at a different elevation from you.

SCULPT SPELL [METAMAGIC]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line.

A sculpted spell works normally in all respects except for its shape.

For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

SPECIAL DISPENSATION []

You have been given leave to carry even banned armor, weapons, and equipment in a given area.

Prerequisite: Favored.

Benefit: Due in part to your standing within your organization, you have received special dispensation from the authorities to wear or carry whatever equipment you deem necessary, regardless of local armor and weapons laws.

This feat is often represented in the game, either by an object of some kind—typically an official government seal—or even a mark, such as a tattoo.

Special: This feat can be taken multiple times. Each time you take the feat, its effects apply to a new culture, geographic region, kingdom, or nation (whichever is appropriate).

Note: In the EBERRON setting, you can substitute the Favored in House feat for Favored as the prerequisite for this feat.

If you do, you gain the benefits of this feat while within any of the Five Nations.

STRONG STOMACH []

You have greater resilience to illness and foul odors than most people.

Prerequisites: Con 13, Endurance.

Benefit: You reduce the effects of sickening and nausea by one step.

You cannot become nauseated.

If you are exposed to an effect or condition that would normally make you nauseated, you become sickened instead.

If an effect or condition would normally sicken you, that effect is negated.

SWIFT TUMBLER []

You can flip, twist, and roll with great speed.

You might have learned this ability by traversing the city's rooftops and alleys, or simply by moving through the throng day after day.

Prerequisite: Tumble 7 ranks.

Benefit: When tumbling, you move at a speed equal to half your base speed +10 feet.

Normal: Without this feat, characters move at half speed when tumbling.

URBAN TRACKING []

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find an individual's trail, or to follow a trail for 1 hour, requires a Gather Information check.

You must make another Gather Information check every hour you search, as well as each time the trail becomes more difficult to follow, such as when it takes you to a different part of town.

The DC of the check, and the number of checks required to track down your quarry depends on the community size and the prevailing conditions.

If you fail a check, you can retry after 1 hour of questioning; the DM should roll the number of checks required secretly, so that the player doesn't know exactly how much time the task will require.

You can cut the time between Gather Information checks in half (from 1 hour to 30 minutes), but you take a -5 penalty on the check.

Obviously, this feat will not allow you to locate someone who has gone beyond the boundaries of the community, but it could inform you that they've done so.

Community Size*	DC	Checks Required
Thorpe, hamlet, or village	5	1d3
Small town or large town	10	1d4+1
Small city or large city	15	1d6+1
Metropolis	20	1d8+2

* See DMG 137.

Conditions	DC Modifier
Every three creatures in group being sought	-2
Every 24 hours group has been missing/sought	+1
Tracked group "lies low"	+2
Tracked group matches community's primary racial demographic*	+2
Tracked group does not match community's primary racial demographic*	-2

* See DMG 139.

Normal: Characters without this feat can use Gather Information to find out about specific individuals, but each check takes 1d4+1 hours and doesn't allow for effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

(Note: This feat first appeared in *Unearthed Arcana*. This update supersedes the original).

SIDEBAR FEATS

FAVORED BENEFITS (ARCANE GUILDS) []

The guild subsidizes the creation of magic items, reducing the character's raw materials cost by 5%.

FAVORED BENEFITS (ARCANE ORGANIZATIONS) []

Members can draw on the vast stores of information amassed by their organization.

A member can pick any one Knowledge skill associated with his organization.

Any time she has unrestricted access to his organization's records, she receives a +2 insight bonus on checks using that Knowledge skill and a +1 insight bonus on Knowledge checks of any other variety.

FAVORED BENEFITS (CRIMINAL GUILDS) []

The guild provides access to the black market and stolen goods.

A member can obtain many goods for a discount, in any city where the guild maintains a presence.

The chance of finding a specific discounted item is a flat 85% for mundane items, 50% for minor magic items, 25% for medium magic items, and 10% for major magic items.

If they are available, mundane items can be purchased for a 10% discount, while magic items are discounted 5%.

Note that these items are stolen or contraband, and a PC caught with an identifiably stolen item on his person could be arrested and charged.

FAVORED BENEFITS (CRIMINAL ORGANIZATIONS) []

The organization covers bail money, legal fees, court costs, and bribes relating to the arrest or trial of its most valued members.

Depending on their relationship with the organization's superiors, members are expected to pay back 10% to 50% of all such costs incurred.

FAVORED BENEFITS (CULT) []

Membership in this small, tightly knit group strengthens an individual's faith and determination.

When accompanied by at least one other member of the cult, or when within the cult's shrines or holdings, a member receive a +1 bonus on Will saves made against spells cast by anyone not part of the cult.

FAVORED BENEFITS (DOMINANT CHURCH) []

A member of a dominant church gains a +1 bonus on Diplomacy and Intimidate checks involving anyone from the local government, major mercantile concerns such as guilds, or members of smaller churches in the city.

Additionally, a member has access to the church's library and records.

He can take 20 on any Knowledge (history) or Knowledge (religion) check after he has been actively engaged in research in the church library (reading books and speaking to other members), a process that takes 1d4+1 days for each check.

FAVORED BENEFITS (GLADIATORIAL STABLES) []

So long as the privilege is not abused, the stable heals a gladiator of injuries suffered outside the arena as well as within.

Additionally, in one out of every four matches, the stable takes only 20% of the purse, rather than 30%.

FAVORED BENEFITS (GOVERNMENT GUILDS) []

The character gains a +1 bonus on Diplomacy and Intimidate checks with members of any guild. (When dealing with members of his own guild, these bonuses stack with the standard guild bonuses).

FAVORED BENEFITS (HEROIC ORGANIZATIONS) []

As a rule, most organizations will pay to have *identify* cast on magic items a number of times per month equal to the member's level.

Depending on circumstances (such as the availability of spellcasters), this number can vary slightly.

FAVORED BENEFITS (INDEPENDENT CHURCH) []

Members of independent churches make a concerted effort to aid one another.

The discount for hiring a fellow member to cast a spell or perform a service is 10%, rather than the standard 5%. (Characters who abuse this privilege—taking advantage of it when not absolutely necessary—could find it stripped away from them at the DM's discretion).

FAVORED BENEFITS (LABORERS GUILDS) []

Members gain a +1 bonus on Diplomacy and Intimidate checks when negotiating with potential employers. When performing basic physical labor, members can expect to be paid 5% to 10% more than the standard value for those services.

FAVORED BENEFITS (MERCANTILE GUILDS) []

Membership in the guild is a sign of quality merchandise. Members can charge an average of 5% more than the standard market value on their goods and services in any city where the organization maintains a guildhouse.

FAVORED BENEFITS (MERCENARY GUILDS) []

Members of the same mercenary guild learn complementary combat tactics.

Whenever a member is adjacent to another member, each of them gains a +1 competence bonus to Armor Class.

FAVORED BENEFITS (PERFORMERS GUILDS) []

In any city wherein the guild maintains a guildhouse, the member can substitute Perform or Profession check for a Diplomacy or Gather Information check by offering her services for free.

In addition, she earns twice the normal income when using her Perform or Profession skill to earn money.

These uses of Perform or Profession must match those with which the character has earned guild membership.

For example, a character who joined the guild as an actor cannot apply this benefit to Profession (blacksmith) checks.

FAVORED BENEFITS (POLITICAL ORGANIZATIONS) []

The organization pulls bureaucratic strings on behalf of favored members, reducing by 20% the cost of any fines or levies imposed by the government.

FAVORED BENEFITS (PSIONIC GUILDS) []

The guild subsidizes the creation of psionic items, reducing the character's raw materials cost by 5%.

FAVORED BENEFITS (RACIAL GUILDS) []

Members gain a +1 bonus on Diplomacy and Gather Information checks involving any member of that race who knows of the guild's existence.

FAVORED BENEFITS (RELIGIOUS GUILDS) []

The member's faith and understanding of her fellows is bolstered by association with others who share her beliefs and purpose.

She gains a +1 bonus on Diplomacy and Gather Information checks when dealing with any follower of her religion, whether or not they are in the guild. She also gains a +2 bonus on Will saves when resisting any compulsion that would cause her to act outside the dictates of her faith.

FAVORED BENEFITS (RELIGIOUS ORGANIZATIONS) []

The organization reduces the cost of spells cast by its members on behalf of other members by 10%.

FAVORED BENEFITS (SCHOLASTIC GUILDS) []

To its favored members, a scholastic guild offers complete access to its many libraries and troves of research. A favored member who is in the guildhouse and is making use of both the library and other guild members for research purposes can take 20 on any single Knowledge skill in which he has at least 1 rank. Such painstaking research is time-consuming, however, requiring 2d4 days (8 hours per day) to complete.

FAVORED BENEFITS (SECT) []

As the parent church, if the sect is open and accepted. In the case of a conflicted or secret sect, members swiftly learn techniques for keeping their affiliation secret. The character gains a +1 bonus on Bluff checks when dealing with matters of religious affiliation. Additionally, he can make use of the Deceptive Spell feat (see page 60) once per day, without the associated increase in spell slot, even if he does not possess that feat. This ability can be applied only to domain spells or to spells that, for reasons of alignment, could not be cast by members of the parent church.

FAVORED BENEFITS (SLAVERS GUILDS) []

Favored members of the guild can purchase slaves at a 20% discount. Further, if a favored member needs a few hours of physical labor performed, the guild provides the temporary loan of slaves, free of charge.

COMPLETE ADVENTURER (3.5)

MAIN SECTION FEATS

APPRAISE MAGIC VALUE []

Your ability to determine an item's worth and your knowledge of magic allow you to determine the exact properties of a magic item without the use of the *identify* spell or similar magic.

Prerequisites: Appraise 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Benefit: If you know that an item is magical, you can use the Appraise skill to identify the item's properties.

This use of the Appraise skill requires 8 hours of uninterrupted work and consumes 25 gp worth of special materials. The DC of the Appraise check is 10 + the caster level of the item.

ASCETIC HUNTER []

You have gone beyond the bounds of your monastic training to incorporate new modes of bringing the unlawful to justice.

Although many of your fellow monks frown on your methods, none can doubt that your diverse training has added to your ability to strike precisely and bring down your foes quickly.

Prerequisites: Improved Unarmed Strike, favored enemy.

Benefit: When you use an unarmed strike to deliver a stunning attack against a favored enemy, you can add one-half your favored enemy bonus on damage rolls to the DC of your stunning attempt.

If you have levels in ranger and monk, those levels stack for the purpose of determining your unarmed strike damage. For example, a human 7th-level ranger/1st-level monk would deal 1d10 points of damage with her unarmed strike. In addition, you can multiclass freely between the monk and ranger classes.

You must still remain lawful in order to retain your monk abilities and take monk levels.

You still face the normal XP penalties for having multiple classes more than one level apart.

ASCETIC KNIGHT []

You belong to a special order of religious monks that teaches its adherents that self-enlightenment and honorable service grow from the same well of purity. As a student of this philosophy, you have blended your training as a paladin and as a monk into one seamless whole.

Prerequisite: Improved Unarmed Strike, ability to smite evil.

Benefit: Your paladin and monk levels stack for the purpose of determining your unarmed strike damage. For example, a human 3rd-level paladin/1st-level monk would deal 1d8 points of damage with her unarmed strike. Your paladin and monk levels also stack when determining the extra damage dealt by your smite evil ability.

In addition, you can multiclass freely between the paladin and monk classes.

You must still remain lawful good in order to retain your paladin abilities and take paladin levels, and you must remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

ASCETIC MAGE []

You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.

Prerequisites: Improved Unarmed Strike, ability to spontaneously cast 2nd-level arcane spells.

Benefit: As a swift action that doesn't provoke attacks of opportunity, you can sacrifice one of your daily allotment

of spells to add a bonus to your unarmed strike attack rolls and damage rolls for 1 round.

The bonus is equal to the level of the spell sacrificed.

The spell is lost as if you had cast it.

If you have levels in sorcerer and monk, those levels stack for the purpose of determining your AC bonus.

For example, a human 4th-level sorcerer/1st-level monk would have a +1 bonus to AC as if she were a 5th-level monk.

If you would normally be allowed to add your Wisdom bonus to AC (such as for a unarmored, unencumbered monk), you instead add your Charisma bonus (if any) to your AC.

In addition, you can multiclass freely between the sorcerer and monk classes.

You must still remain lawful in order to continue advancing as a monk.

You still face the normal XP penalties for having multiple classes more than one level apart.

ASCETIC ROGUE []

You have gone beyond the bounds of your monastic training to incorporate new modes of stealthy combat.

Although your fellow monks may frown on your methods, none can doubt that your diverse training has improved your ability to strike precisely and bring down your foes quickly.

Prerequisites: Improved Unarmed Strike, sneak attack.

Benefit: When you use an unarmed strike with a sneak attack to deliver a stunning attack, you add 2 to the DC of your stunning attempt.

If you have levels in rogue and monk, those levels stack for the purpose of determining your unarmed strike damage.

For example, a human 5th-level rogue/1st-level monk would deal 1d8 points of damage with her unarmed strike.

In addition, you can multiclass freely between the monk and rogue classes.

You must still remain lawful in order to retain your monk abilities and take monk levels.

You still face the normal XP penalties for having multiple classes more than one level apart.

BRACHIATION []

You can swing through trees like a monkey.

Prerequisites: Climb 4 ranks, Jump 4 ranks.

Benefit: You can move through wooded areas at your base land speed, ignoring any effects on movement due to terrain.

You must be at least 20 feet from the ground to use this ability.

This ability works only in medium and dense forests (see page 87 of the *Dungeon Master's Guide*).

BRUTAL THROW []

You have learned how to hurl weapons to deadly effect.

Benefit: You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons.

Normal: A character attacking with a ranged weapon adds his Dexterity modifier to the attack roll.

Special: A fighter may select Brutal Throw as one of his fighter bonus feats.

COMBAT INTUITION []

Your keen understanding of your opponent's moves and your instinctive feel for the flow of combat enable you to shrewdly assess your opponent's combat capabilities.

Prerequisites: Sense Motive 4 ranks, base attack bonus +5.

Benefit: As a free action, you can use Sense Motive to assess the challenge presented by a single opponent in relationship to your own level/Hit Dice (see the assess opponent option under the Sense Motive skill, page 102). You gain a +4 bonus on such checks and narrow the result to a single category.

In addition, whenever you make a melee attack against a creature that you made a melee attack against during the previous round, you gain a +1 insight bonus on your melee attack rolls against that creature.

Special: A fighter may select Combat Intuition as one of his fighter bonus feats.

DANGER SENSE []

You are one twitchy individual.

Prerequisite: Improved Initiative.

Benefit: Once per day, you can reroll an initiative check you have just made.

You use the better of your two rolls.

You must decide to reroll before the round starts.

DEATH BLOW []

You waste no time in dealing with downed foes.

Prerequisites: Improved Initiative, base attack bonus +2.

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action.

Doing this still provokes attacks of opportunity as normal.

Normal: Performing a coup de grace is a full-round action.

DEFT OPPORTUNIST []

You are prepared for the unexpected.

Prerequisites: Dex 15, Combat Reflexes.

Benefit: You get a +4 bonus on attack rolls when making attacks of opportunity.

DEFT STRIKE []

You can place attacks at weak points in your opponent's defenses.

Prerequisites: Int 13, Combat Expertise, Spot 10 ranks, sneak attack.

Benefit: As a standard action, you can attempt to find a weak point in a visible target's armor.

This requires a Spot check against a DC equal to your target's Armor Class.

If you succeed, your next attack against that target (which must be made no later than your next turn) ignores the target's armor bonus and natural armor bonus to AC (including any enhancement bonuses to armor or natural armor).

Other AC bonuses still apply normally. If you use a ranged weapon to deliver the attack, your opponent must be within 30 feet of you in order for you to benefit from this feat.

DEVOTED INQUISITOR []

Your faithful service to your patron deity involves training and methods that many paladins consider questionable. By using the unconventional methods of rogues and assassins, you have learned to deliver devastating sneak attacks against evil foes.

Prerequisite: Smite evil, sneak attack.

Benefit: When you successfully use your sneak attack ability and your smite evil ability against the same foe in a single attack, you can potentially daze your foe.

An opponent affected by both abilities must make a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier) or be dazed for 1 round.

In addition, you can multiclass freely between the paladin and rogue classes.

You must still remain lawful good in order to retain your paladin abilities and take paladin levels.

You still face the normal XP penalties for having multiple classes more than one level apart.

DEVOTED PERFORMER []

You have foregone the pursuit of frivolous musical talents, instead entering religious training in service of honor and justice.

Prerequisite: Bardic music, smite evil.

Benefit: If you have levels in paladin and bard, those levels stack for the purpose of determining the bonus damage dealt by your smite evil ability and determining the number of times per day that you can use your bardic music.

This feat does not allow additional daily uses of smite evil or bardic music abilities beyond what your class levels would normally allow.

In addition, you can multiclass freely between the paladin and bard classes and may even gain additional bard levels regardless of your lawful alignment.

You must still remain lawful good in order to retain your paladin abilities and take paladin levels.

You still face the normal XP penalties for having multiple classes more than one level apart.

DEVOTED TRACKER []

You have found a balance between your woodland training and your devotion to religious training, blending these two aspects into one seamless whole.

Prerequisite: Track, smite evil, wild empathy.

Benefit: If you have levels in paladin and ranger, those levels stack for the purposes of determining the extra damage dealt by your smite evil ability and determining the bonus for your wild empathy class feature.

This feat does not allow additional daily uses of smite evil.

If you have both the special mount and animal companion class features, you can designate your special mount as your animal companion.

The mount gains all the benefits of being both your special mount and your animal companion.

For instance, a 5th-level paladin/6th-level ranger's special mount would have 4 bonus Hit Dice, a +6 natural armor adjustment, +2 Strength, +1 Dexterity, two bonus tricks, and Intelligence 6, as well as the empathic link, improved evasion, share spells, share saving throws, and link special abilities.

In addition, you can multiclass freely between the paladin and ranger classes.

You must still remain lawful good in order to retain your paladin abilities and take paladin levels.

You still face the normal XP penalties for having multiple classes more than one level apart.

DISGUISE SPELL []

You can cast spells without observers noticing.

Prerequisite: Perform (any) 9 ranks, bardic music.

Benefit: You can cast spells unobtrusively, mingling verbal and somatic components into your performances. To disguise a spell, make a Perform check as part of the action used to cast the spell.

Onlookers must match or exceed your check result with a Spot check to detect that you're casting a spell (your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't).

Unless the spell visibly emanates from you, or observers have some other means of determining its source, they don't know where the effect came from.

A disguised spell can't be identified with a Spellcraft check, even by someone who realizes you're casting a spell.

The act of casting still provokes attacks of opportunity as normal.

DIVE FOR COVER []

You can dive behind cover or drop to the ground quickly enough to avoid many area effects.

Prerequisite: Base Reflex save bonus +4.

Benefit: If you fail a Reflex saving throw, you can immediately attempt the saving throw again.

You must take the second result, whether it succeeds or fails.

You become prone immediately after attempting the second roll.

DUAL STRIKE []

You are an expert skirmisher skilled at fighting with two weapons.

Your extensive training with two weapons allows you to attack with both while moving through a chaotic combat or fighting a running battle.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: As a standard action, you can make a melee attack with your primary weapon and your off-hand weapon.

Both attacks use the same attack roll to determine success, using the worse of the two weapons' attack modifiers.

If you are using a one-handed or light weapon in your primary hand and a light weapon in your off hand, you take a -4 penalty on this attack roll; otherwise you take a -10 penalty.

Each weapon deals its normal damage.

Damage reduction and other resistances apply separately against each weapon attack.

Special: When you make this attack, you apply precision-based damage (such as from sneak attack) only once. If you score a critical hit, only the weapon in your primary hand deals extra critical hit damage; your offhand weapon deals regular damage.

A fighter may select Dual Strike as one of his fighter bonus feats.

EXPERT TACTICIAN []

Your tactical skills work to your advantage.

Prerequisites: Dex 13, Combat Reflexes, base attack bonus +2.

Benefit: If you hit a creature with an attack of opportunity, you and all your allies gain a +2 circumstance bonus on melee attack rolls and damage rolls against that creature for 1 round.

EXTRA MUSIC []

You can use your bardic music more often than you otherwise could.

Prerequisite: Bardic music.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per bard level.

Special: You can gain this feat multiple times. Its effects stack.

EXTRAORDINARY CONCENTRATION []

Your mind is so focused that you can cast spells even while concentrating on another spell.

Prerequisite: Concentration 15 ranks.

Benefit: When concentrating to maintain a spell, you can make a Concentration check (DC 25 + spell level) to maintain concentration with just a move action.

If you beat the DC by 10 or more, you can maintain concentration on the spell as a swift action (see Swift Actions and Immediate Actions, page 137).

Using this ability is a free action, but if you fail the Concentration check, you lose concentration on the maintained spell and its effect ends.

This feat does not give you the ability to maintain concentration on more than one spell at a time.

Normal: Concentrating on a spell is a standard action.

EXTRAORDINARY SPELL AIM []

You can shape a spell's area to exclude one creature from its effects.

Prerequisite: Spellcraft 15 ranks.

Benefit: Whenever you cast a spell with an area, you can attempt to shape the spell's area so that one creature within the area is unaffected by the spell.

To accomplish this, you must succeed on a Spellcraft check (DC 25 + spell level).

Casting a spell affected by the Extraordinary Spell Aim feat requires a full-round action unless the spell's normal casting time is longer, in which case the casting time is unchanged.

FORCE OF PERSONALITY []

You have cultivated an unshakable belief in your selfworth. Your sense of self and purpose are so strong that they bolster your willpower.

Prerequisite: Cha 13.

Benefit: You add your Charisma modifier (instead of your Wisdom modifier) to Will saves against mind-affecting spells and abilities.

GOAD []

You are skilled at inducing opponents to attack you.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: As a move action, you can goad an opponent that threatens you, has line of sight to you, can hear you, and has an Intelligence of 3 or higher.

(The goad is a mind-affecting ability).

When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier).

If the opponent fails its save, you are the only creature it can make melee attacks against during this turn.

(If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it may make any remaining melee attacks against other foes, as normal).

A goaded creature can still cast spells, make ranged attacks, move, or perform other actions normally.

The use of this feat restricts only melee attacks.

Special: A fighter may select Goad as one of his fighter bonus feats.

GREEN EAR []

Your bardic music can affect plant creatures.

Prerequisite: Perform (any) 10 ranks, bardic music.

Benefit: You can alter any of your mind-affecting bardic music abilities (or similar Perform-based abilities from other classes) so that they influence only plant creatures instead of other creatures.

However, plants receive a +5 bonus on Will saves against any of these effects.

Normal: Plants are normally immune to all mind-affecting spells and abilities.

HEAR THE UNSEEN []

Your sense of hearing is so acute that you can partially pinpoint an opponent's location by sound, allowing you to strike even if the opponent is concealed or displaced.

Prerequisites: Listen 5 ranks, Blind-Fight.

Benefit: As a move action that does not provoke attacks of opportunity, you can attempt a DC 25 Listen check.

If successful, you can pinpoint the location of all foes within 30 feet, as long as you have line of effect to them. This benefit does not eliminate the normal miss chance for fighting foes with concealment, but it ensures that you can target the correct square with your attacks.

If you are deafened or within an area of *silence*, you can't use this feat.

If an invisible or hidden opponent is attempting to move silently, your Listen check is opposed by your opponent's

Move Silently check, but your opponent gains a +15 bonus on this check.

This feat does not work against perfectly silent opponents, such as incorporeal creatures.

IMPROVED DIVERSION []

You can create a diversion to hide quickly and with less effort.

Prerequisite: Bluff 4 ranks.

Benefit: You can use Bluff to create a diversion to hide (see page 68 of the *Player's Handbook*) as a move action.

You gain a +4 bonus on Bluff checks made for this purpose.

Normal: Without this feat, creating a diversion to hide using the Bluff skill requires a standard action.

Special: A fighter may select Improved Diversion as one of his fighter bonus feats.

IMPROVED FLIGHT []

You gain greater maneuverability when flying than you would normally have.

Prerequisite: Ability to fly (naturally, magically, or through shapechanging).

Benefit: Your maneuverability class while flying improves by one step—clumsy to poor, poor to average, average to good, or good to perfect.

IMPROVED SWIMMING []

You can swim faster than you normally could.

Prerequisite: Swim 6 ranks.

Benefit: You can swim half your speed as a move action or your speed as a full-round action.

Normal: You swim at one-quarter your speed as a move action or at half your speed as a full-round action.

INSIGHTFUL REFLEXES []

Your keen intellect allows you an uncanny knack for evading dangerous effects.

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

JACK OF ALL TRADES []

You have picked up a smattering of even the most obscure skills.

Prerequisite: Int 13.

Benefit: You can use any skill as if you had 1/2 rank in that skill.

This benefit allows you to attempt checks with skills that normally don't allow untrained skill checks (such as Decipher Script and Knowledge).

If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect.

Normal: Without this feat, you can't attempt some skill checks (Decipher Script, Disable Device, Handle Animal, Knowledge, Open Lock, Profession, Sleight of Hand, Speak Language, Spellcraft, Tumble, and Use Magic Device) unless you have ranks in the skill.

LEAP ATTACK []

You can combine a powerful charge and a mighty leap into one devastating attack.

Prerequisites: Jump 8 ranks, Power Attack.

Benefit: You can combine a jump with a charge against an opponent.

If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you can double the extra damage dealt by your use of the Power Attack feat.

If you use this tactic with a two-handed weapon, you instead triple the extra damage from Power Attack.

This attack must follow all the normal rules for using the Jump skill and for making a charge, except that you ignore rough terrain in any squares you jump over.

LINGERING SONG []

Your inspirational bardic music stays with the listeners long after the last note has died away.

Prerequisite: Bardic music.

Benefit: If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play.

Normal: Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

MOBILE SPELLCASTING []

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks.

Benefit: You can make a special Concentration check (DC 20 + spell level) when casting a spell.

If the check succeeds, you can cast the spell and move up to your speed as a single standard action.

(You can't use this ability to cast a spell that takes longer than 1 standard action to cast).

If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement.

You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

NATURAL BOND []

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion.

Benefit: Add three to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the *Player's Handbook*). This bonus can never make your effective druid level exceed your character level.

OBSCURE LORE []

You are a treasure trove of little-known information.

Prerequisite: Bardic knowledge or lore class feature.

Benefit: You gain a +4 insight bonus on checks using your bardic knowledge or lore class feature.

OPEN MINDED []

You are naturally able to reroute your memory and skill expertise.

Benefit: You immediately gain 5 skill points.

Spend these skill points as normal.

You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times.

Each time, you immediately gain another 5 skill points.

OVERSIZED TWO-WEAPON FIGHTING []

You are adept at wielding larger than normal weapons in your off hand.

Prerequisite: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see page 160 of the *Player's Handbook*).

Special: A fighter may select Oversized Two-Weapon Fighting as one of his fighter bonus feats.

POWER THROW []

You have learned how to hurl weapons to deadly effect.

Prerequisite: Str 13, Brutal Throw, Power Attack.

Benefit: On your turn, before making any attack rolls, you can choose to subtract a number from all thrown weapon attack rolls and add the same number to all thrown weapon damage rolls.

This number may not exceed your base attack bonus.

The penalty on attack rolls and the bonus on damage rolls applies until your next turn.

Special: A fighter may select Power Throw as one of his fighter bonus feats.

QUICK RECONNOITER []

You can learn a lot of information from just a quick scan of an area or object.

Prerequisite: Listen 5 ranks, Spot 5 ranks.

Benefit: You can make one Spot check and one Listen check each round as a free action.

You also gain a +2 bonus on initiative checks.

Normal: Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or Listen check requires a move action.

RAZING STRIKE []

You have mastered the art of delivering precise strikes against nonliving creatures while channeling spell energy through your melee attacks.

Prerequisite: Sneak attack, caster level 5th.

Benefit: To activate this feat, you must sacrifice one of your daily allotment of spells (minimum spell level 1st). Doing this is a swift action that doesn't provoke attacks of opportunity.

In exchange, you gain an insight bonus on your melee attack rolls and damage rolls for 1 round.

The bonus on attack rolls equals the level of the spell sacrificed.

The bonus on damage rolls is 1d6 points per level of the spell sacrificed, plus any extra damage based on your sneak attack ability.

These bonuses apply against only one type of creature, depending on the type of spell sacrificed.

If you sacrifice an arcane spell, they apply against constructs; if the sacrificed spell is divine, the bonuses apply against undead.

Example: A 5th-level wizard/1st-level rogue activates this feat, sacrificing a prepared *web* spell.

She gains a +2 insight bonus on her melee attack rolls against constructs for 1 round, and also adds 3d6 points of damage to successful attacks against constructs during that round (2d6 for the 2nd-level spell, plus 1d6 for her sneak attack damage).

This feat does not allow you to deliver critical hits or sneak attacks against constructs or undead.

STAGGERING STRIKE []

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points.

A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt).

Multiple staggering strikes on the same creature do not stack.

This feat has no effect on creatures not subject to sneak attack damage.

SUBSONICS []

Your music can affect even those who do not consciously hear it.

Prerequisite: Perform (any) 10 ranks, bardic music.

Benefit: You can produce music or poetics so subtly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music.

Similarly, you can affect opponents within range with your music, but unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

TACTILE TRAPSMITH []

You can rely on your rapid reflexes and nimble fingers instead of your intellect when searching a room or when disabling a trap.

Benefit: You add your Dexterity bonus (rather than your Intelligence bonus) on all Search and Disable Device checks.

In addition, you receive no penalty on these checks for darkness or blindness.

VERSATILE PERFORMER []

You are skilled at many kinds of performances.

Prerequisite: Perform (any) 5 ranks.

Benefit: Pick a number of Perform categories equal to your Intelligence bonus (minimum 1).

For the purpose of making Perform checks, you are treated as having a number of ranks in those skills equal to the highest number of ranks you have in any Perform category. You cannot change these categories once you have picked them, but your score in them automatically increases if you later add additional ranks in your highest-ranked Perform category.

You gain new categories of your choice if your Intelligence bonus permanently increases.

In addition, you gain a +2 bonus on a combined Perform check when using two or more forms of performance at the same time, such as a bard strumming a lyre while singing. In such cases, add the bonus to the higher of your two Perform skill modifiers.

BARDIC MUSIC FEATS

CHANT OF FORTITUDE [BARDIC MUSIC]

You can channel the power of your bardic music to sustain your allies, allowing them to function even after receiving wounds that would cause others to falter.

Prerequisites: Bardic music, Concentration 9 ranks, Perform 9 ranks.

Benefit: You can expend one daily use of your bardic music ability as an immediate action to provide all allies (including yourself) the benefit of the Diehard feat (see page 93 of the *Player's Handbook*) until the end of your next turn.

You can use this feat multiple times consecutively to keep yourself and your allies conscious.

Even while this feat is active, you or your allies die if reduced to -10 hit points or lower.

This feat does not function in an area of magical *silence*.

IRONSKIN CHANT [BARDIC MUSIC]

You can channel the power of your bardic music to enable yourself to ignore minor injuries.

Prerequisites: Bardic music, Concentration 12 ranks, Perform 12 ranks.

Benefit: As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/- to yourself or to one ally within 30 feet who can hear you until the start of your next turn.

This feat does not function in an area of magical *silence*.

LYRIC SPELL [BARDIC MUSIC]

You can channel the power of your bardic music into your magic, allowing you to expend uses of your bardic music ability to cast spells.

Prerequisites: Bardic music, Perform 9 ranks, ability to spontaneously cast 2nd-level arcane spells.

Benefit: You can expend daily uses of your bardic music to cast any arcane spell that you know and can cast spontaneously.

You must still use an action to cast the spell (following the normal rules for casting time), but using the Lyric Spell feat counts as part of the spellcasting action.

Casting a spell requires one use of your bardic music ability, plus one additional use per level of the spell.

For example, casting a 3rd-level spell requires four daily uses of your bardic music ability.

Special: Any spell that you cast using the Lyric Spell feat gains your instrument as an additional arcane focus, if you use one.

You cannot use Lyric Spell to cast a spell improved by the Silent Spell metamagic feat.

EPIC FEATS

AUGMENTED ALCHEMY [EPIC]

You can create alchemical items and substances that are much more powerful than normal.

Prerequisites: Int 21, Craft (alchemy) 24 ranks.

Benefit: Whenever creating an alchemical item or substance (not including poisons), you can choose to make it more powerful than normal by adding 20 to the DC required to create it and multiplying its price by 5.

An augmented alchemical item or substance deals double normal damage (if it deals damage), has twice the normal duration (if it has a duration), adds 2 to the save DC (if it has a save DC), and affects an area twice as wide as normal (if it has an area).

If the item or substance doesn't fit any of these categories, then it cannot be affected by this feat.

For example, an augmented flask of alchemist's fire deals 2d6 points of damage (or 2 points of splash damage to all targets within 10 feet) and burns for 2 additional rounds after striking the target (rather than 1).

The save DC to extinguish the flames is 17.

EPIC DODGE [EPIC]

You are able to evade attacks with exceptional agility.

Prerequisites: Dex 25, Tumble Dodge, 30 ranks, defensive roll, improved evasion.

Benefit: Once per round, when struck by an attack from an opponent you have designated as the target of your Dodge feat, you automatically avoid all damage from the attack.

EPIC REPUTATION [EPIC]

Your reputation provides great bonuses on interactions with others.

Benefit: You gain a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.

EPIC SKILL FOCUS [EPIC]

Choose a skill, such as Move Silently.

You have a legendary knack with that skill.

Prerequisite: 20 ranks in the skill selected.

Benefit: You gain a +10 bonus on all skill checks with the selected skill.

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a different skill.

Special: This feat counts as Skill Focus for the purpose of qualifying for other feats, prestige classes, and the like.

GROUP INSPIRATION [EPIC]

Your bardic powers can inspire more allies than normal.

Prerequisites: Perform 30 ranks, bardic music.

Benefit: The number of allies you can affect with your inspire competence, inspire greatness, or inspire heroics ability doubles.

When inspiring competence in multiple allies, you can choose different skills to inspire for different allies.

IMPROVED SKIRMISH [EPIC]

Your combat mobility improves.

Prerequisites: Skirmish +4d6/+4 AC.

Benefit: If the bonus to AC granted when you use your skirmish ability is equal to or higher than the number of dice of extra damage granted by your skirmish ability, your extra damage on skirmish attacks increases by 1d6.

If the bonus to AC granted by your skirmish ability is less than the number of dice of extra damage granted by your skirmish ability, the bonus to AC when skirmishing increases by 1 instead.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED SUDDEN STRIKE [EPIC]

Your ability to strike unaware foes improves.

Prerequisites: Sudden strike +8d6.

Benefit: Add 1d6 to your sudden strike damage.

Special: This feat may be taken multiple times. Its effects stack.

LEGENDARY ACROBAT [EPIC]

You can balance and tumble much more easily than a normal person.

Prerequisites: Dex 21, Balance 24 ranks, Tumble 24 ranks.

Benefit: You can ignore any check penalties applied for accelerated movement while balancing (see page 67 of the *Player's Handbook*), for accelerated tumbling (see page 84 of the *Player's Handbook*), or for running while balancing on a narrow surface or while tumbling (see pages 97 and 103 in this book).

Normal: Without this feat, you take a -5 penalty on Balance checks and a -10 penalty on Tumble checks when attempting to move your full speed as a move action, or a -20 penalty on Balance or Tumble checks when attempting to run while balancing on a narrow surface or while tumbling.

LEGENDARY CLIMBER [EPIC]

You can climb rapidly much more easily than a normal person.

Prerequisites: Dex 21, Balance 12 ranks, Climb 24 ranks.

Benefit: You can ignore any check penalties applied for accelerated climbing (see page 69 of the *Player's Handbook*), rapid climbing, or combat climbing (see page 97).

Normal: Without this feat, you take a -5 penalty on Climb checks when attempting to climb half your speed as a move action, or a -20 penalty when attempting to climb your speed as a move action or to retain your Dex bonus to AC when climbing.

LEGENDARY LEAPER [EPIC]

You can cover great distances with only a brief start.

Prerequisite: Jump 24 ranks.

Benefit: You need only move 5 feet in a straight line to make a running jump.

LEGENDARY TRACKER [EPIC]

You can track prey across or through the water, or even through the air.

Prerequisites: Wis 25, Knowledge (nature) 30 ranks, Survival 30 ranks, Track.

Benefit: You can track creatures across water, underwater, or through the air by the minute disturbances they make and traces of their passage.

This benefit adds the surfaces of water, underwater, and air to the list of surfaces found under the Track feat in the *Player's Handbook*: Surface DC Water 60 Underwater 80 Air 120

Surface	DC
Water	60
Underwater	80
Air	120

POLYGLOT [EPIC]

You can speak, read, and write all languages.

Prerequisites: Int 25, Speak Language (five languages).

Benefit: You can speak all languages.

If you are literate, you can also read and write all languages (not including magical script).

WILD FEATS

BLINDSENSE [WILD]

You can sense creatures that you cannot see.

Prerequisites: Wild shape class feature, Listen 4 ranks.

Benefit: You can expend one daily use of wild shape to gain blindsense for 1 minute per Hit Die, enabling you to pinpoint the location of a creature within 30 feet if you have line of effect to that creature (see page 306 of the *Monster Manual*).

You retain this benefit regardless of what form you are in.

CLIMB LIKE AN APE [WILD]

You can improve your climbing ability.

Prerequisites: Wild shape.

Benefit: You can expend one daily use of wild shape to gain a climb speed equal to your base land speed for 10 minutes per Hit Die.

This feat also grants you a +8 racial bonus on Climb checks and allows you to take 10 on Climb checks, even if rushed or threatened.

COUGAR'S VISION [WILD]

You can see in the dark like a cat.

Prerequisites: Wild shape, Spot 2 ranks.

Benefit: You can expend one daily use of wild shape to gain low-light vision for 1 hour per Hit Die.

In addition, you gain a +4 bonus on all Spot checks.

You retain these benefits regardless of what form you are in.

HAWK'S VISION [WILD]

You can improve your visual acuity.

Prerequisites: Wild shape, Spot 4 ranks.

Benefit: You can expend one of your daily uses of wild shape to gain a +8 bonus on your Spot checks for 1 hour per Hit Die.

While this benefit is in effect, you take only half the normal penalty for range increment (–1 on ranged attacks per range increment instead of –2), and you take a –1 penalty on Spot checks per 20 feet of distance (rather than per 10 feet).

You retain these benefits regardless of what form you are in.

SAVAGE GRAPPLE [WILD]

While transformed into the shape of a wild animal, you can savagely tear at any creature that you manage to grapple.

Prerequisites: Wild shape, sneak attack.

Benefit: While you are in a wild shape, any time you make a successful grapple check to damage a creature with which you are already grappling, you can add your sneak attack damage as well.

Creatures not subject to sneak attacks don't take this extra damage.

SCENT [WILD]

You can sharpen your sense of smell.

Prerequisites: Wild shape.

Benefit: You can expend one daily use of wild shape to gain the scent ability (see page 314 of the *Monster Manual*) for 1 hour per Hit Die.

While this benefit is in effect, you can detect opponents within 30 feet by sense of smell.

In addition, if you have the Track feat, you can track creatures by scent.

You retain this benefit regardless of what form you are in.

COMPLETE ARCANES (3.5)

MAIN SECTION FEATS

ARCANES DEFENSE []

Choose a school of magic, such as illusion.

You can resist spells from that school better than normal.

Prerequisite: Spell Focus in the chosen school.

Benefit: You get a +3 bonus on your saving throws against spells from the chosen school.

Special: You can gain this feat multiple times, but its effects do not stack.

Each time you take the feat, it applies to a new school of magic.

ARCANES MASTERY []

You are quick and certain in your efforts to defeat the arcane defenses and spells of others.

Prerequisite: Ability to cast arcane spells or use spell-like abilities (including invocations).

Benefits: You can take 10 on caster level checks (as if the caster level check was a skill check).

ARCANES PREPARATION []

You can prepare an arcane spell ahead of time, just as a wizard does.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know, usually for the purpose of applying a metamagic feat to the spell—but without an increase in its casting time.

Preparing a spell uses a spell slot of the appropriate level, and once prepared, that slot can't be used for anything else until the prepared spell is cast.

Normal: Spellcasters who cast arcane spells without preparation (such as sorcerers and bards) who apply a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

BATTLE CASTER []

Building on your existing training allows you to avoid the chance of arcane spell failure when you wear armor heavier than normal.

Prerequisite: Ability to ignore arcane spell failure chance from armor.

Benefit: You are able to wear armor one category heavier than you can normally wear while still avoiding the chance of arcane spell failure.

For example, if you have the ability to normally wear light armor without incurring a chance of spell failure, you can wear medium armor and continue to cast spells as normal. This ability does not extend to shields, nor does it apply to spells gained from spellcasting classes other than the class that provides the ability to cast arcane spells while in armor.

BLACK LORE OF MOIL [METAMAGIC]

Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.

Prerequisites: Spell Focus (necromancy), caster level 7th.

Benefit: Any necromancy spell you cast can be cast instead as a Moilian spell, dealing an extra 1d6 points of negative energy damage +1d6 per two spell levels (+1d6 for 1st-level spells, +2d6 for 2nd- or 3rd-level spells, and so on). If the spell normally allows a saving throw, the target takes half the negative energy damage on a successful save, regardless of the outcome of the save on the spell's normal effect.

In addition to its normal spell components, a Moilian spell requires the creation and expenditure of a Moilian

runebone—a small human bone (often a finger bone) scribed with carefully prepared arcane markings. Only a character trained in the Black Lore of Moil knows the secrets of creating a runebone, which takes 1 hour to craft and requires special inks and powders costing 25 gp per die of negative energy damage to be generated. For example, a runebone capable of adding 3d6 points of negative energy damage to a spell costs 75 gp to craft. While the maximum negative energy damage dealt by a Moilian spell is based on the spell's level, the actual damage is limited by the runebone. For example, if a sorcerer casts *finger of death* (a 7th-level spell, so normally +4d6) with a 75-gp (3d6) runebone, the spell deals only 3d6 points of additional negative energy damage. A Moilian spell uses a spell slot of the spell's normal level.

BORN OF THE THREE THUNDERS [METAMAGIC]

You have learned to marry the power of lightning and thunder in your electricity and sonic spells.

Prerequisites: Knowledge (nature) 4 ranks, Energy Substitution (electricity).

Benefit: When you cast a spell with either the electricity descriptor or the sonic descriptor that deals hit point damage, you can declare that spell to be a spell of the three thunders, with half its damage dealt as electricity damage and half dealt as sonic damage.

In addition, the spell concludes with a mighty thunderclap that stuns all creatures that take damage from the spell for 1 round unless they succeed on a Fortitude save, then knocks stunned creatures prone unless they succeed on a Reflex save (both saves at the same DC as the base spell).

Channeling the three thunders is costly, though, and you are automatically dazed for 1 round after doing so.

A three thunders spell uses a spell slot of the spell's normal level.

In addition, its descriptor changes to include both energy types—for example, a *lightning bolt* of the three thunders is an evocation [electricity, sonic] spell.

CHAIN SPELL [METAMAGIC]

You can cast spells that arc to other targets in addition to the primary target.

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20).

Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once.

You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not).

For spells that don't deal damage, the save DCs against arcing effects are reduced by 4.

For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10. A chained spell uses up a spell slot three levels higher than the spell's actual level.

COMMUNICATOR []

You possess a magical understanding of the essence of language.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*arcane mark*, *comprehend languages*, *message*.

COOPERATIVE SPELL [METAMAGIC]

You can cast spells to greater effect in conjunction with the same spell cast by another individual.

Prerequisites: Any metamagic feat.

Benefit: While the two of you are adjacent, you and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell at the same time in the round.

Add +2 to the save DC of cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any), using the higher base DC and level check of either caster.

A cooperative spell uses up a spell slot of the same level as the spell's actual level.

Special: For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's save DC and the bonus on the caster level check both increase by 1.

When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters involved in the casting.

For example, two wizards and two sorcerers standing in a circle all have Cooperative Spell.

The first three in the initiative order ready an action to cast *fireball*, casting the spell when the fourth does.

The base DC of the spell's save is equal to the highest save DC among the cooperative casters (as determined by relevant ability scores, other feats, special abilities, or items) +4 (+2 for the first cooperative caster and +1 for each of the other two).

As well, whoever has the highest caster level determines the base caster level check, which gains a +3 bonus (+1 for each cooperative caster).

CRAFT CONTINGENT SPELL [ITEM CREATION]

You know how to attach semipermanent spells to a creature and set them to activate under certain conditions.

Prerequisite: Caster level 11th.

Benefit: You can make contingent any spell that you know.

Crafting a contingent spell takes one day for each 1,000 gp in its base price (spell level × caster level × 100 gp).

To craft a contingent spell, you must spend 1/25 of this base price in XP and use up raw materials costing one-half the base price.

Some spells incur extra costs in material components or XP (as noted in their descriptions), which must be paid when the contingent spell is created.

See Contingent Spells, page 139, for more information.

DELAY SPELL [METAMAGIC]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any metamagic feat.

Benefit: When casting a spell, you set a delay of 1 to 5 rounds before it takes effect.

The delay time cannot be changed once set; the spell activates just before your turn on the round you designate. Only area, personal, and touch spells can be affected by this feat.

Any decisions you would make about the spell (including attack rolls, designating targets, or determining or shaping an area) are decided when the spell is cast, with any of its effects (including damage and saving throws) decided when the spell triggers.

If conditions change during the delay period in ways that would make the spell impossible to cast (the target you designate moves beyond the spell's range, for example), the spell fails.

During the delay period, a delayed spell can be dispelled normally, and it can be detected in the area or on the target (as applicable).

A delayed spell uses up a spell slot three levels higher than the spell's actual level.

DOUBLE WAND WIELDER []

You can activate two wands at the same time.

Prerequisites: Craft Wand, Two-Weapon Fighting.

Benefit: As a full-round action, you can wield a wand in each hand (if you have both hands free), with one wand designated as your primary wand and the other your secondary wand.

Each use of the secondary wand expends 2 charges from it instead of 1.

DRACONIC BREATH [DRACONIC]

You can convert your arcane spells into a breath weapon.

Prerequisite: Draconic Heritage.

Benefit: As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage energy type.

The breath weapon is a 30-foot cone (fire or cold) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell that you expended to create the effect.

Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

DRACONIC CLAW [DRACONIC]

You develop the natural weapons of your draconic ancestors.

Prerequisite: Draconic Heritage.

Benefit: You gain claws.

You can make a natural attack with your claw, dealing damage based on your size (Small 1d4, Medium 1d6, Large 1d8).

In any round when you cast a spell with a casting time of 1 standard action, you can make a single claw attack as a swift action (see page 86) against an opponent you threaten.

DRACONIC FLIGHT [DRACONIC]

The secret of draconic flight is revealed to you, granting you the ability to fly occasionally.

Prerequisite: Draconic Heritage.

Benefit: After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

DRACONIC HERITAGE [DRACONIC]

You have greater connection with your distant draconic bloodline.

Prerequisite: Sorcerer level 1st.

Benefit: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill.

This is your draconic heritage, which cannot be changed once the feat has been taken.

Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and *paralysis*, as well as spells and abilities with the energy type of your Draconic Heritage.

This bonus is equal to the number of draconic feats you have.

DRACONIC HERITAGE

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Silver	Cold	Disguise

DRACONIC LEGACY [DRACONIC]

You have realized greater arcane power through your draconic heritage.

Prerequisite: Any four draconic feats.

Benefit: Based on your draconic heritage, add the following spells to your list of spells known.

Each spell is added at the level that a spellcaster would normally gain it unless otherwise indicated.

DRACONIC LEGACY

Dragon Kind	Spells Known
Black	<i>Charm animal</i> (snakes and lizards only), <i>deeper darkness</i> , <i>insect plague</i>
Blue	<i>Major image</i> , <i>mirage arcane</i> , <i>ventriloquism</i>
Green	<i>Charm person</i> , <i>dominate person</i> , <i>plant growth</i>
Red	<i>Detect secret doors</i> , <i>suggestion</i> , <i>true seeing</i>
White	<i>Obscuring mist</i> , <i>sleet storm</i> , <i>wall of ice</i> (5th level)
Brass	<i>Control winds</i> , <i>endure elements</i> , <i>tongues</i>
Bronze	<i>Control water</i> (5th level), <i>speak with animals</i> , <i>water breathing</i>
Copper	<i>Silent image</i> , <i>stone shape</i> , <i>wall of stone</i>
Gold	<i>Bless</i> , <i>daylight</i> , <i>dispel evil</i>
Silver	<i>Air walk</i> (5th level), <i>feather fall</i> , <i>wind wall</i>

Special: If any of the spells you would gain from this feat are spells you already know, you can pick another spell that a sorcerer would ordinarily have available to him at that same level.

DRACONIC POWER [DRACONIC]

You have greater power manipulating the energies of your heritage.

Prerequisite: Draconic Heritage.

Benefit: Your caster level increases by 1, and you add 1 to the save DC of all arcane spells with the energy descriptor of the same energy type as determined by your draconic heritage.

Special: If the Energy Substitution feat is used to modify a spell, this feat will work if the new type of energy matches the energy type of your draconic heritage.

DRACONIC PRESENCE [DRACONIC]

When you use your magic, your mere presence can terrify those around you.

Prerequisite: Draconic Heritage.

Benefit: Whenever you cast an arcane spell, all opponents within 10 feet of you who have fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast.

The effect is negated by a Will save (DC 10 + level of the spell cast + your Cha modifier).

A successful save indicates that the opponent is immune to your draconic presence for 24 hours.

This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

DRACONIC RESISTANCE [DRACONIC]

Your bloodline hardens your body against the energy type of your progenitor.

Prerequisite: Draconic Heritage.

Benefit: You gain resistance to the energy type of your draconic heritage equal to three times the number of draconic feats you currently have (including draconic feats you take after gaining this feat).

DRACONIC SKIN [DRACONIC]

Your skin takes on the sheen, luster, and hardness of your draconic parentage.

Prerequisites: Draconic Heritage.

Benefit: Your natural armor increases by 1.

ENERGY ADMIXTURE [METAMAGIC]

You can modify a spell that uses one type of energy to add an equal amount of another energy type.

Prerequisite: Energy Substitution.

Benefit: Choose one type of energy (acid, cold, electricity, or fire) that matches an energy type you have selected for substitution via the Energy Substitution feat.

You can then modify any spell with an energy descriptor by adding an equal amount of the chosen type of energy to the spell's normal effects.

The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately toward the spell's damage cap. Thus, an acid *fireball* cast at 6th level deals 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid *fireball* cast at 10th level or higher deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposed types of energy (such as fire and cold) can be combined using this feat.

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level.

As well, the spell's descriptor changes to include both energy types present in the spell—for example, the acid *fireball* described above is an evocation [acid, fire] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

The type of energy selected with this feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type).

You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution, and you can also admix your chosen energy type with a spell that already uses the same type, in effect doubling its normal damage dice.

ENERGY SUBSTITUTION [METAMAGIC]

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire).

You can then modify any spell with an energy descriptor to use the chosen type of energy instead.

An energy substituted spell uses a spell slot of the spell's normal level.

The spell's descriptor changes to the new energy type—for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

EXPLOSIVE SPELL [METAMAGIC]

You can cast spells that blast creatures off their feet.

Benefit: On a failed Reflex save, an explosive spell ejects any creature caught in its area, sending it to a location outside the nearest edge of that area, dealing additional damage and further knocking creatures prone.

For example, all creatures in the area of an explosive *fireball* that fail their saving throws not only take full damage but are pushed to the closest square outside the perimeter of the spell's 20-foot-radius spread.

Likewise, an explosive *lightning bolt* moves targets that fail their saves to outside the area defined by the squares the bolt's line passes through.

Any creature moved in this manner also takes an additional 1d6 points of damage per 10 feet moved (no additional damage if moved less than 10 feet by the effect) and is knocked prone.

If some obstacle prevents a blasted creature from being moved to the edge of the effect, the creature is stopped and takes 1d6 points of damage from striking the barrier (in addition to any damage taken from the distance moved before then).

In any event, this movement does not provoke attacks of opportunity.

Explosive Spell can be applied only to spells that allow Reflex saves and affect an area (a cone, cylinder, line, or burst).

An explosive spell uses up a spell slot two levels higher than the spell's actual level.

EXTRA EDGE []

Your ability to deal spell damage is particularly striking.

Prerequisite: Warmage level 4th.

Benefit: You gain a +1 bonus on your warmage edge, plus an additional +1 bonus per four warmage levels.

For instance, an 8th-level warmage with 18 Intelligence gets a +7 bonus on the damage dealt by any spell that deals hit point damage.

Normal: A character's warmage edge is equal to his Intelligence modifier.

EXTRA INVOCATION []

You learn an additional invocation.

Prerequisite: Ability to use lesser invocations.

Benefit: You learn one additional invocation from the list available to you, choosing an invocation of one grade lower than the highest grade of invocation you know.

For example, a 6th-level warlock could learn a least invocation, while a 16th-level warlock could learn any least, lesser, or greater invocation.

Special: You can gain this feat multiple times.

Each time, you gain an extra invocation of any grade (least, lesser, or greater) up to one lower than the highest grade of invocation you can currently use.

EXTRA SLOT []

You can cast an additional spell.

Prerequisite: Caster level 4th.

Benefit: You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level of spell you can currently cast.

For example, a 4th-level sorcerer (maximum spell level 2nd) gains either an extra 0-level or 1st-level slot, and is able to cast any spell he knows of the chosen level one more time each day.

Likewise, a 4th-level wizard can prepare any extra 0-level or 1st-level spell he knows.

Once selected, the extra spell slot never changes level.

Special: You can gain this feat multiple times.

Each time, you gain an extra spell slot at any level up to one lower than the highest level of spell you can currently cast.

EXTRA SPELL []

You learn an additional spell.

Prerequisite: Caster level 3rd.

Benefit: You learn one additional spell at any level up to one lower than the highest level of spell you can currently cast.

Thus, a 4th-level sorcerer (maximum spell level 2nd) gains a new 0-level or 1st-level spell known with which to expand her repertoire.

For classes such as wizard that have more options for learning spells, Extra Spell is generally used to learn a specific spell that the character lacks access to and would be unable to research.

Special: You can gain this feat multiple times.

Each time, you learn a new spell at any level up to one lower than the highest level of spell you can cast.

EXTRA SPELL SECRET []

You learn an additional spell secret.

Prerequisites: Spell secret class ability, able to cast 2nd-level spells.

Benefit: You choose one spell known to you that becomes permanently modified as though affected by Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not change, nor does the choice of spell and modification once chosen.

As you go up in level, you can choose the same spell to be modified in different ways with multiple spell secrets (either from additional uses of this feat or through the spell secret class ability).

You do not need to have the metamagic feat that you apply to the spell.

Special: You can take this feat multiple times.

Each time, you can select another spell to be permanently modified as though affected by one of the metamagic feats mentioned above.

You can choose the same spell to be modified with multiple applications of this feat.

FORTIFY SPELL [METAMAGIC]

You cast spells that more easily penetrate spell resistance.

Benefit: A fortified spell is treated as having a higher caster level for the purpose of defeating a target's spell resistance.

You prepare and cast the spell in a higher-level spell slot than normal, with each additional level giving a +2 bonus on spell penetration checks for the altered spell.

Spells that are not subject to spell resistance are not affected.

A fortified spell uses up a spell slot at least one level higher than the spell's actual level.

GUARDIAN SPIRIT []

Your watchful spirit is more capable than normal.

Prerequisite: Watchful spirit class ability.

Benefit: Your watchful spirit allows you to reroll your initiative two times per day, as well as allowing you to reroll any saving throw once per day.

These effects must be used immediately after the initial initiative check or saving throw is made.

HEIGHTEN SPELL-LIKE ABILITY []

You can use a spell-like ability as if it were a higher spell-level equivalent than it actually is.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of your spell-like abilities (subject to the restrictions below) to use at a heightened level up to three times per day (or the ability's normal use limit, whichever is less).

The spell-level equivalent of the heightened spell-like ability is two higher than its normal level (to a maximum of 9th level), with all effects dependent on spell level (including saving throw DCs) calculated at the higher level. The spell-like ability you wish to heighten can be chosen only from those abilities that duplicate a spell of a level less than or equal to $1/2$ your caster level (round down), minus 2.

For a summary, see the Caster Level to Empower column in the table on page 304 of the *Monster Manual*.

Special: This feat can be taken multiple times.

Each time, you apply it to a different one of your spell-like abilities.

INNATE SPELL []

You have mastered a spell so thoroughly that you can now use it as a spell-like ability.

Prerequisites: Quicken Spell, Silent Spell, Still Spell.

Benefit: Choose any spell you can cast.

You can now cast this spell at will as a spell-like ability once per round.

One spell slot eight levels higher than the innate spell is permanently used to power it, and any XP cost for the innate spell is paid each time you use it.

As well, you must have any focus required by the spell in order to use it as a spell-like ability, and if the innate spell has a costly material component, you must use an item worth 50 times that cost as a focus.

Since an innate spell is a spell-like ability and not an actual spell, a cleric can't lose it to spontaneously cast a *cure* or *inflict* spell.

As well, spellcasters who become unable to cast spells of the level of the spell slot used to power the innate spell become unable to use the spell-like ability.

Special: You can choose this feat more than once, selecting another spell and paying the spell slot, focus, and material components costs each time.

INSIGHTFUL []

You possess a magical understanding of the workings of arcane detection.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*detect magic*, *detect secret doors*, *read magic*.

LORD OF THE UTTERCOLD [METAMAGIC]

Through careful study of the Elemental Planes and their interactions with the Negative Energy Plane, you have learned to wield the uttercold.

Prerequisites: Knowledge (the planes) 9 ranks, Energy Substitution (cold), ability to cast a spell with the cold descriptor.

Benefit: You can turn spells with the cold descriptor into uttercold spells.

Half the damage dealt by an uttercold spell is cold damage, and the other half is negative energy damage.

The spell's saving throw remains unchanged, but creatures can apply cold resistance or immunity to cold only to the cold portion of the damage.

An undead creature can be healed by the negative energy damage of an uttercold spell, though if it doesn't have resistance to cold, the effects of damage and healing cancel each other out.

An uttercold spell uses a spell slot of the spell's normal level.

MAGE SLAYER []

You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.

Prerequisites: Spellcraft 2 ranks, base attack bonus +3.

Benefit: You gain a +1 bonus on Will saving throws. Spellcasters you threaten may not cast defensively (they automatically fail their Concentration checks to do so), but they are aware that they cannot cast defensively while being threatened by a character with this feat.

Special: Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

MAXIMIZE SPELL-LIKE ABILITY []

You can use a spell-like ability at its maximum effect.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of your spell-like abilities (subject to the restrictions below) to use at maximum effectiveness up to three times per day (or the ability's normal use limit, whichever is less).

All variable, numeric effects of the spell-like ability are maximized, dealing maximum damage, curing the maximum number of hit points, affecting the maximum number of targets, and so on.

For example, a 10th-level warlock's maximized *eldritch blast* deals 36 points of damage three times per day.

Saving throws and opposed checks (such as the one you make when you cast *dispel magic*) are not affected, nor are spell-like abilities without random variables.

An empowered maximized spell-like ability gains the benefit of each feat separately (getting the maximum result plus one-half the normally rolled result).

For example, a fire mephit's empowered maximized *scorching ray* would deal 24 points of damage plus one-half of 4d6 points of damage.

The spell-like ability you wish to maximize can be chosen only from those abilities that duplicate a spell of a level less than or equal to $1/2$ your caster level (round down), minus 2.

For a summary, see the Caster Level to Empower column in the table on page 304 of the *Monster Manual*.

Special: This feat can be taken multiple times.

Each time, you apply it to a different one of your spell-like abilities.

NECROPOLIS BORN []

You possess a magical understanding of the essence of mortal dread.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*cause fear, ghost sound, touch of fatigue*. Save DC 10 + spell level + your Cha modifier.

NIGHT HAUNT []

You possess a magical understanding of the workings of the unseen.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*dancing lights, prestidigitation, unseen servant*. Save DC 10 + spell level + your Cha modifier.

NONLETHAL SUBSTITUTION [METAMAGIC]

You can modify an energy spell to deal nonlethal damage.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire).

You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt—for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area.

A nonlethal spell uses a spell slot one level higher than the spell's normal level.

OBTAIN FAMILIAR []

You gain a familiar.

Prerequisites: Knowledge (arcana) 4 ranks, arcane caster level 3rd.

Benefit: You can obtain a familiar in the same manner as a sorcerer or wizard (see the sorcerer class description and the accompanying sidebar, page 52 of the *Player's Handbook*).

As with a sorcerer or wizard, obtaining a familiar takes 24 hours and uses up magic materials worth 100 gp.

For the purpose of determining familiar abilities that depend on your arcane caster class level, your levels in all classes that allow you to cast arcane spells stack.

PERSISTENT SPELL [METAMAGIC]

You can make a spell last all day.

Prerequisite: Extend Spell.

Benefit: Spells with a fixed or personal range can have their duration increased to 24 hours.

Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged.

You don't need to maintain concentration on persistent *detect* spells (such as *detect magic* or *detect thoughts*) for you to be aware of the mere presence or absence of the subject detected, but gaining additional information requires concentration as normal.

A persistent spell uses up a spell slot six levels higher than the spell's actual level.

PIERCE MAGICAL CONCEALMENT []

You ignore the miss chance provided by certain magical effects.

Prerequisites: Con 13, Blind-Fight, Mage Slayer.

Benefit: Your fierce contempt for magic allows you to disregard the miss chance granted by spells or spell-like abilities such as *darkness, blur, invisibility, obscuring mist, ghostform* (see page 109), and spells when used to create concealment effects (such as a wizard using *permanent image* to fill a corridor with illusory fire and smoke).

In addition, when facing a creature protected by *mirror image*, you can immediately pick out the real creature from its figments.

Your ability to ignore the miss chance granted by magical concealment doesn't grant you any ability to ignore nonmagical concealment (so you would still have a 20% miss chance against an *invisible* creature hiding in fog, for example).

Special: Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

PIERCE MAGICAL PROTECTION []

You can overcome the magical protections of your enemies.

Prerequisites: Con 13, Mage Slayer.

Benefit: Your contempt for magic is so fierce that as a standard action you can make a melee attack that ignores any bonuses to Armor Class granted by spells (including spell trigger or spell completion effects created by magic items such as wands or potions).

If you deal damage to your opponent, you also instantly and automatically dispel all that opponent's spells and spell effects that grant a bonus to Armor Class.

Special: Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

PRACTICED SPELLCASTER []

Choose a spellcasting class that you possess.

Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4.

This benefit can't increase your caster level to higher than your Hit Dice.

However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice).

If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known.

It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

RANGED SPELL SPECIALIZATION []

You deal more damage with ranged touch attack spells.

Prerequisites: Weapon Focus (ranged spell), caster level 4th.

Benefit: Damage-dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that create multiple rays or missiles, or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as *Melf's acid arrow*).

Because you must be able to strike precisely, the extra damage applies only to targets within 30 feet. Only spells that deal hit point damage can be affected by this feat.

RECKLESS WAND WIELDER []

You can increase the effectiveness of spells cast from a wand.

Prerequisites: Use Magic Device 1 rank, Craft Wand.

Benefit: By expending an additional charge, you can use a wand as if its caster level was 2 higher than its normal level, changing all the spell's level-dependent effects. For example, by expending 2 charges at once, a *wand of magic missile* (created at caster level 3rd) can be used at caster level 5th, firing three missiles instead of two. You can expend only 1 extra charge at a time using this feat.

REPEAT SPELL [METAMAGIC]

You can cast a spell that repeats on the following round.

Prerequisite: Any metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your turn in the following round. No matter where you might have moved in the previous round, the second spell originates from the same location and affects the same area as the original spell. If the original spell designates a ranged target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise, the second spell fails. Touch range spells cannot be affected by this feat. A repeated spell uses up a spell slot three levels higher than the spell's actual level.

SANCTUM SPELL [METAMAGIC]

Your spells are especially potent on home ground.

Prerequisite: Any metamagic feat.

Benefit: A sanctum spell has an effective spell level 1 higher than its normal level if cast in your sanctum (see below), but if not cast in the sanctum, the spell has an effective spell level 1 lower than normal. All effects dependent on spell level (including save DCs) are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level.

Special: Your sanctum is a particular site, building, or structure previously designated by you, and no larger than 20 feet/level in diameter.

The designated area must be a site where you have spent a cumulative period of at least three months.

Though a sanctum can be designated within a larger structure, its special advantages do not apply beyond the maximum area.

Once designated, it takes seven days for a site to become a sanctum, and if you designate a new area to be your sanctum, the benefits of the old one immediately fade.

SCULPT SPELL [METAMAGIC]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line.

The sculpted spell works normally in all respects except for its shape.

For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

SOUL OF THE NORTH []

You possess a magical understanding of the nature of cold.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*chill touch*, *ray of frost*, *resistance*.

Save DC 10 + spell level + your Cha modifier.

SPELL HAND []

You possess a magical understanding of the manipulation of force.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*mage hand*, *open/close*, *Tenser's floating disk*.

Save DC 10 + spell level + your Cha modifier.

SPLIT RAY [METAMAGIC]

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed.

The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal.

It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

SUDDEN EMPOWER [METAMAGIC]

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

SUDDEN EXTEND [METAMAGIC]

You can make a spell last longer than normal without special preparation.

Benefit: Once per day, you can apply the effect of the Extend Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Extend Spell normally if you have it.

SUDDEN MAXIMIZE [METAMAGIC]

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

SUDDEN QUICKEN [METAMAGIC]

You can cast a spell with a moment's thought without special preparation.

Prerequisites: Quicken Spell, Sudden Empower, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still.

Benefit: Once per day, you can apply the effect of the Quicken Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Quicken Spell normally.

SUDDEN SILENT [METAMAGIC]

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

SUDDEN STILL [METAMAGIC]

You can cast a spell without gestures or special preparation.

Benefit: Once per day, you can apply the effect of the Still Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Still Spell normally if you have it.

SUDDEN WIDEN [METAMAGIC]

You can increase a spell's area without special preparation.

Benefit: Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

TOUCH SPELL SPECIALIZATION []

You deal extra damage with touch spells.

Prerequisites: Weapon Focus (touch spell), caster level 4th.

Benefit: Damage-dealing spells that require a melee touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that allow multiple touch attacks (such as *chill touch*).

Only spells that deal hit point damage can be affected by this feat.

TRANSDIMENSIONAL SPELL [METAMAGIC]

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the spell's area.

Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick*, *portable hole*, or *familiar pocket* (see page 106).

You must be able to perceive a creature to target it with a transdimensional spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space.

There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

TWIN SPELL [METAMAGIC]

You can simultaneously cast a single spell twice.

Prerequisite: Any metamagic feat.

Benefit: Casting a twinned spell causes the spell to take effect twice in the same area or on the same target simultaneously.

Any variable characteristics (including attack rolls) or decisions you would make about the spell (including target and area), are applied to both spells, with affected creatures receiving all the effects of each spell individually (including getting two saving throws if applicable).

A spell whose effects wouldn't stack if it was cast twice under normal circumstances will create redundant effects if successfully twinned (see Combining Magical Effects, page 171 of the *Player's Handbook*).

For example, a twinned *charm person* doesn't create a more potent or long-lasting effect, but any ally of the target would have to succeed on two dispel attempts in order to free the target from the charm.

As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling, so a single successful counterspell negates both instances of a twinned spell.

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

WANDSTRIKE []

You can channel the magical energy of a wand through your melee attacks.

Prerequisite: Use Magic Device 4 ranks.

Benefit: As a standard action, you can make a melee touch attack with a wand, expending one charge to deal 1d6 points of damage to the creature struck.

You apply no extra damage to this attack regardless of its source (including sneak attack, favored enemy, and smite bonuses), but you can activate the wand as part of the attack.

If the spell cast from the wand is a ray or a targeted spell, the creature struck is the spell's target (with ray spells hitting automatically).

If the spell affects an area or creates a spread, you can designate the spell's point of origin at any grid intersection point of the creature's space (but doing so might put you in the affected area).

Spells with an effect that does not cover an area (such as the various *summon monster* spells) cannot be used with a wandstrike attack.

EPIC FEATS

AUTOMATIC QUICKEN SPELL [METAMAGIC]

You can cast any of your lesser spells with a moment's thought.

Prerequisites: Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You can cast all 0-level and 1st-level spells as quickened spells without using higher-level spell slots. The normal limit to the number of quickened spells you can cast per round applies.

Spells with a casting time of more than 1 full round can't be quickened.

Special: You can gain this feat multiple times.

Each time you take it, the spells of your next level can be quickened with no adjustment to their spell slots.

Thus, a wizard who took this feat twice could quicken her 0-level through 2nd-level spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally require a full-round action to cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells such as a good cleric's *cure* spells).

AUTOMATIC SILENT SPELL [METAMAGIC]

You can cast any of your lesser spells silently.

Prerequisites: Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You can cast all 0-, 1st-, 2nd-, and 3rd-level spells as silent spells without using higher-level spell slots.

Special: You can gain this feat multiple times.

Each time you take it, the spells of your next three highest spell levels can be silenced with no adjustment to their spell slots.

Thus, a wizard who took this feat twice could silence his 0-level through 6th-level spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally require a full-round action to cast in metamagic form (including sorcerer spells and spontaneously cast spells such as a good cleric's *cure* spells),

but, as with the Silent Spell metamagic feat, bard spells cannot be affected by this feat.

AUTOMATIC STILL SPELL [METAMAGIC]

You can cast any of your lesser spells without gestures.

Prerequisites: Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You can cast all 0-, 1st-, 2nd-, and 3rd-level spells as stilled spells without using higher-level spell slots.

Special: You can gain this feat multiple times.

Each time you take it, the spells of your next three highest spell levels can be stilled with no adjustment to their spell slots.

Thus, a wizard who took this feat twice could still her 0-level through 6th-level spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally require a full-round action to cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells such as a good cleric's *cure* spells).

ENHANCE SPELL [METAMAGIC]

You can increase the power limit of your damage-dealing spells.

Prerequisite: Maximize Spell.

Benefit: The damage cap for your spells increases by 10 dice for spells that deal a number of dice of damage equal to your caster level (such as *fireball*) or by 5 dice for spells that deal a number of dice of damage equal to half your level (such as *searing light*).

An enhanced spell uses up a spell slot four levels higher than the spell's actual level (or as modified by any other metamagic feats).

This feat has no effect on spells that don't specifically deal a number of dice of damage equal to your level or half your level, even if the spell's effect is otherwise dictated by your level.

Thus, it has no effect on *magic missile* (though your level determines how many missiles you fire), *Melf's acid arrow* (though your level indicates how many rounds the acid deals damage), or *produce flame* (though you add your level to the base 1d4 points of damage dealt).

EPIC SPELL FOCUS []

Choose a school of magic, such as illusion.

Your spells of that school are far more potent than normal.

Prerequisites: Greater Spell Focus in the selected school, ability to cast at least one 9th-level spell of the selected school.

Benefit: Add +1 to the DC of all saving throws against spells from the school of magic you select.

This bonus stacks with the bonuses from Spell Focus and Greater Spell Focus.

Special: You can gain this feat multiple times but its effects do not stack.

Each time you take the feat, it applies to a different school of magic.

EPIC SPELL PENETRATION []

Your spells are tremendously potent, breaking through spell resistance with ease.

Prerequisite: Greater Spell Penetration.

Benefit: You get a +2 bonus on caster level checks made to overcome a creature's spell resistance. This bonus stacks with the bonuses from Spell Penetration and Greater Spell Penetration.

IMPROVED COMBAT CASTING []

You heighten your ability to cast spells while threatened without fear of being attacked.

Prerequisites: Combat Casting, Concentration 25 ranks.

Benefit: You get a bonus equal to 1/2 your caster level on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

MASTER STAFF []

You can activate a staff without using a charge.

Prerequisites: Craft Staff, Spellcraft 30 ranks.

Benefit: When you activate a staff, you can expend a spell slot instead of using a charge.

The spell slot must be one you have not used for the day, though you can lose a prepared spell to emulate a staff charge (but you cannot lose prepared spells from a specialty school).

The spell slot expended must be equal to or higher in level than the specific spell stored in the staff (including any level-increasing metamagic enhancements).

You cannot emulate a charge for a staff power or ability that does not match a specific spell.

For example, you can use this feat to lose a prepared 3rd-level spell to activate *lightning bolt* from a *staff of power*, but you can't lose a spell to double the staff's melee damage because that power doesn't match a specific spell.

MASTER WAND []

You can activate a wand without using a charge.

Prerequisites: Craft Wand, Spellcraft 15 ranks.

Benefit: When you activate a wand, you can expend a spell slot instead of using a charge.

The spell slot must be one you have not used for the day, though you can lose a prepared spell to emulate a wand charge (but you cannot lose prepared spells from a specialty school).

The spell slot expended must be equal to or higher in level than the spell stored in the wand (including any level-increasing metamagic enhancements).

COMPLETE CHAMPION (3.5)

MAIN SECTION FEATS

AIR DEVOTION [DOMAIN]

You can defend yourself with the power of air.

Benefit: Once per day as a swift action, you can shroud yourself in a mantle of air.

This effect grants you a +1 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to AC.

This bonus increases by 1 for every four character levels you possess (maximum +6 at 20th level).

In addition, thrown and projectile weapons have an automatic 50% miss chance against you while the air mantle is active.

This protection lasts for 1 minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

ANIMAL DEVOTION [DOMAIN]

You enhance your own abilities with the characteristics of animals.

Benefit: Once per day as a swift action, you can give yourself the power of a specific animal.

Select one of the following abilities each time you activate the feat.

Each effect lasts for 1 minute.

Ape's Fury: Gain a +2 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to your Strength score.

The value of this bonus increases by 2 for every six character levels you possess (maximum +8 at 18th level). When you activate *ape's fury*, fur sprouts all over your body and remains until the effect ends.

Cheetah's Sprint: Gain a +5-foot sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to your base land speed.

The value of this bonus increases by 5 feet for every four character levels you possess (maximum +30 feet at 20th level).

Your body is covered in black spots while *cheetah's sprint* is active.

Hawk's Flight: You can fly as if using the *overland flight* spell. At 5th level and every five levels thereafter, you gain a +5-foot sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to your base fly speed (maximum +20 feet at 20th level).

Intangible, luminescent wings grow from your back when you activate *hawk's flight* and remain as long as the effect is active.

Serpent's Strike: You gain a natural bite attack that deals 1d3 points of Constitution damage but no hit point damage. A successful Fortitude save (DC 10 + 1/2 your character level + your Cha modifier) negates the Constitution damage.

Creatures immune to poison are immune to this effect.

Your upper canine teeth grow into fangs when you activate *serpent's strike* and remain in that form as long as the effect is active.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

Special: You can have multiple abilities active simultaneously.

However, you can still activate only one ability per round.

AWESOME SMITE [TACTICAL]

Through a combination of sheer muscle and mystical acumen, you can deliver devastating smite attacks.

Prerequisites: Power Attack, base attack bonus +6, smite ability.

Benefit: This feat allows the use of three tactical maneuvers, each of which requires that you make a smite attack while using the Power Attack feat (minimum attack penalty -1).

You must declare the use of this feat before making the attack roll.

You can employ only one of these maneuvers at a time.

Demolishing Smite: Your smite attack punches through your enemy's defenses.

For the purpose of this single attack, you can ignore a number of points of damage reduction (except DR/- or DR/epic) up to twice your Charisma bonus (if any).

For instance, if your Charisma is 17 (+3 bonus), you ignore 6 points of your target's damage reduction when making a demolishing smite.

Overwhelming Smite: Your smite attack can knock an opponent prone.

If the attack hits and deals damage, it is treated as though it were also a trip attack.

Make a Strength check opposed by the defender's Strength or Dexterity, with all the normal trip modifiers (PH 158).

A foe that resists is not entitled to make a trip attempt against you in return.

You can attempt an overwhelming smite only once per round.

Seeking Smite: Your smite attack is uncannily guided to its target.

For the purpose of this single attack, you ignore any miss chance your foe might have, though your weapon must still be able to strike the target.

Thus, while this maneuver allows you to strike an incorporeal creature unerringly with a magic sword, it does not allow you to strike it with a nonmagical weapon.

BATTLE BLESSING []

You can cast spells more quickly than usual in the heat of battle.

Prerequisites: Ability to cast paladin spells.

Benefit: You can cast most of your paladin spells faster than normal.

If the spell normally requires a standard action, you can cast it as a swift action.

If it normally requires a full round to cast, you can cast it as a standard action.

Spells with longer or shorter casting times are not affected by this feat.

BESTIAL CHARGE [TACTICAL]

You have learned to take complete advantage of the animal forms you can assume.

Prerequisite: Base attack bonus +4, wild shape class feature.

Benefit: This feat allows the use of three tactical maneuvers, each of which requires that you attempt a charge attack in the round immediately following your shift into animal form using wild shape.

If you have the Swift Wild Shape feat (page 62), you can attempt the charge in the same round as you change forms.

Pouncing Charge: You can make a full attack after you charge, as if you had the pounce ability (MM 313).

If the animal form you have assumed normally has the pounce ability, your bonus on attack rolls when charging increases to +3.

Striking Charge: For the purpose of this charge attack only, you gain an extra 5 feet of reach by suddenly striking forward with your head and neck.

You must assume a serpentine animal form to employ this maneuver.

Twisting Charge: You can change direction during a charge, as long as you move at least 10 feet both before and after you turn.

You must assume an animal form with four or more legs to employ this maneuver.

Normal: You can make only a single attack after charging, with a +2 bonus on attack rolls.

You can charge only in a straight line.

CHAOS DEVOTION [DOMAIN]

The forces of chaos assist you in combat.

Benefit: Once per day as a swift action, you can summon the force of chaos to aid you.

When you activate this ability, roll 1d6.

If the result is odd, add that number as a sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on your attack rolls until your next action.

If the result is even, add that number as a sacred or profane bonus to your AC.

At the beginning of each action thereafter, roll the die again and apply the designated bonus.

This effect lasts for 1 minute.

When you attain 10th level, the die you roll increases to a d8.

When you attain 15th level, the die increases to a d10.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

CHARNEL MIASMA [RESERVE]

Your close connection to death magic causes others to find your company unpleasant.

Prerequisites: Access to the Death domain.

Benefit: As long as you have a 2nd-level or higher Death domain spell available to cast, you exude an almost imperceptible scent of the grave wherever you go.

As a standard action, you can force one foe within 30 feet to attempt a Will save or be shaken for 1 minute.

If you use this ability on an already shaken creature and it fails its saving throw, it becomes panicked for 1 minute or until it spends 1 full round out of line of sight of you.

Creatures that succeed on this save are not affected again by your charnel miasma for 24 hours.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting death spells.

DEATH DEVOTION [DOMAIN]

The power of death imbues your weapon with exceptional might.

Benefit: Once per day as a swift action, you can cause one of your melee weapons to radiate negative energy for 1 minute.

When you make a successful attack with this weapon, the target must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Cha modifier) or gain a negative level.

You can bestow only one negative level per target for every four character levels you possess (minimum one, maximum five negative levels at 20th level).

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

DESTRUCTION DEVOTION [DOMAIN]

Your attacks weaken your opponents' defenses.

Benefit: Once per day as an immediate action, you can call upon the forces of destruction to weaken your opponents' defenses.

If you deal damage with a melee attack (but not a melee touch attack) while this ability is active, you temporarily reduce the struck opponent's armor bonus or natural armor bonus by 1.

Reductions from multiple hits stack, to a minimum bonus of +0.

If the opponent has both armor and natural armor bonuses, it chooses which one to reduce.

Once one bonus reaches +0, the other bonus automatically gets reduced until it too reaches +0 or the effect ends.

This effect lasts for 1 minute, after which all armor and natural armor bonuses reduced in this way return to normal.

Upon reaching 10th level, you reduce your opponent's armor or natural armor bonus by 2 per successful hit.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

EARTH DEVOTION [DOMAIN]

You can manipulate the earth to your advantage.

Benefit: Once per day as an immediate action, you can ignore the effects of difficult terrain or make terrain near you more difficult to move through.

If you use this ability on yourself, you can ignore the effects of difficult terrain for 1 minute.

This ability also grants you a +5 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on Balance, Climb, and Jump checks.

If you use this ability to affect nearby terrain, you can change one 5-foot square of earth or stone from normal to difficult terrain for every three character levels you possess (minimum 1 square; maximum 6 squares at 18th level).

The first square you change must be within 30 feet of you, and all other squares must be linked to that one in an unbroken line.

Thus, the second square must be adjacent to the first, the third must be adjacent to the first or second, and so on.

This change lasts for 1 minute.

On attaining 10th level, you can cause stone spikes to grow from any surface you have changed to difficult terrain using this ability.

These spikes work like caltrops (PH 126), except that the bonus on attack rolls for each spike equals your base attack bonus, and they cannot be swept away.

This effect also lasts 1 minute.

If you cause spikes to appear underneath a creature on the affected surface, they immediately "attack".

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

ELEMENTAL ESSENCE [WILD]

You can channel the power of the four elements from the natural world around you.

Prerequisites: Any other wild feat, wild shape class feature.

Benefit: When you first select this feat, choose one type of energy: acid, cold, electricity, or fire.

This choice cannot thereafter be changed.

You can spend one daily use of your wild shape ability to surround your limbs and weapons with an aura of the chosen energy.

While this effect is active, each melee attack you make deals an extra 1d6 points of the appropriate type of energy damage.

Additionally, you gain resistance 5 against that type of energy.

These effects last for 1 minute.

Special: You can select this feat multiple times. Its effects do not stack.

Each time you take it, you must select a different type of energy to which the feat applies.

You cannot use this feat to activate multiple energy types at the same time.

EVIL DEVOTION [DOMAIN]

The power of evil cloaks you and your allies.

Benefit: Once per day as an immediate action, you can surround yourself with an aura of evil that grants you and each of your allies within 30 feet damage reduction that can be overcome only by good-aligned weapons.

The numeric value of this damage reduction is 1 + 1/five character levels you possess (maximum 5/good at 20th level).

In addition, your and your allies' natural and weapon attacks are evil-aligned for the purpose of overcoming damage reduction.

This effect lasts for 1 minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

FIRE DEVOTION [DOMAIN]

You can burn your enemies with your melee attacks.

Benefit: Once per day as a swift action, you can sheathe your body in red and orange flames.

The fire does not harm you, but you illuminate the nearby area as a torch would.

While you are thus alight, each of your melee attacks deals 1 extra point of fire damage + 1 point for every three character levels you possess (maximum +7 at 18th level). This effect lasts for 1 minute.

Any foe injured by this fire ignites and burns for an additional 1d4 points of fire damage per round unless it succeeds on a Reflex save (DC 10 + 1/2 your character level + your Cha modifier).

A burning creature can take a move action to automatically douse the flames.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.

FRAGILE CONSTRUCT [RESERVE]

Your innate attunement to the forces of entropy allows you to weaken objects with the force of your will.

Prerequisites: Access to the Destruction domain.

Benefit: As long as you have a 3rd-level or higher Destruction domain spell available to cast, you can enhance the inherent flaws of objects.

Using this ability requires a touch or a melee touch attack (if used against an opponent).

For a number of rounds equal to your caster level, the hardness or damage reduction of the touched object or construct is reduced by an amount equal to the level of the highest-level Destruction domain spell you have available to cast.

This ability cannot reduce an object's hardness or damage reduction below 0.

As a secondary benefit, you gain a +1 insight bonus on all sunder attempts that you make.

GOOD DEVOTION [DOMAIN]

The power of good shields you and your allies.

Benefit: Once per day as an immediate action, you can surround yourself with an aura of good that grants you and be overcome only by evil-aligned weapons.

The numeric value of this damage reduction is 1 + 1/five character levels you possess (maximum 5/evil at 20th level). In addition, your and your allies' natural and weapon attacks are good-aligned for the purpose of overcoming damage reduction.

This effect lasts for 1 minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

GREAT AND SMALL [WILD]

By channeling the spirits of all creatures, you can increase or decrease your size without otherwise changing your form.

Prerequisite: Wild shape class feature, ability to assume the form of a Large creature using wild shape.

Benefit: You can spend one daily use of your wild shape ability to either grow or shrink one size category.

You cannot use this feat multiple times to grow or shrink more than one category beyond your normal size, nor does this effect stack with others that change your size.

You can activate this feat only while in your normal form.

This supernatural ability otherwise functions as the spells *enlarge person* and *reduce person* (caster level equals your character level).

HEALING DEVOTION [DOMAIN]

You can heal damage faster than normal.

Benefit: Once per day, you can gain fast healing 1, +1 for every five character levels you possess (maximum fast healing 5 at 20th level).

This effect lasts for 1 minute.

You can activate this feat as an immediate action or, if you have a daily available, it automatically activates if you are reduced to 0 hit points or below (but not killed).

Special: As a full-round action, you can transfer this ability to a willing recipient as a touch spell.

Doing so counts as one daily use of the ability.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

HOLY POTENCY [TACTICAL]

You have learned to manipulate the energies of the divine to great martial effect.

Prerequisites: Base attack bonus +4, ability to spontaneously cast *cure* or *inflict* spells, ability to turn or rebuke undead.

Benefit: This feat allows you the use of two of the four following tactical maneuvers.

The first two maneuvers are available only if you channel positive energy, while the latter two are available only if you channel negative energy.

Balance of Life: The positive energy you channel when healing temporarily bolsters you physically.

To use this maneuver, you must first cast a *cure* spell, then attempt either a melee attack or a Strength-based check in the following round.

You gain a bonus on that attack roll or check equal to the level of the *cure* spell cast.

Conduit of Life: Two conduits of positive energy (turning and healing) reinforce each other, making your *cure* spells more potent.

To use this maneuver, you must first attempt to turn undead, then make an attack with a *cure* spell (or other positive-energy spell) against an undead creature in the following round.

You gain a bonus on your damage roll for the spell equal to one-half the result of the initial turning check, and the save

DC increases by an amount equal to your Charisma bonus (if any).

If you roll a natural 20 on your attack roll when delivering the spell (assuming one is necessary) and the target fails its save, the spell deals double damage.

Conduit of Death: Two conduits of negative energy (rebuking and dealing damage) reinforce each other, making your *inflict* spells more potent.

To use this maneuver, you must first attempt to rebuke undead, then make an attack with an *inflict* spell (or other negative-energy spell) against a living creature in the following round.

You gain a bonus on your damage roll for the spell equal to one-half the result of the initial turning check, and the save DC increases by an amount equal to your Charisma bonus (if any), furthermore, the critical threat range of the attack increases by 1.

Touch of Death: The negative energy you channel lingers, increasing the severity of the wounds you inflict.

To use this maneuver, you must first cast an *inflict* spell, then attempt a melee attack against a living creature in the following round.

If the attack hits, it deals extra damage equal to twice the level of the *inflict* spell cast.

HOLY WARRIOR [RESERVE]

Your zeal on the battlefield allows you to deal extra damage in combat.

Prerequisites: Ability to cast 4th-level spells, access to the War domain.

Benefit: As long as you have a 4th-level or higher War domain spell available to cast, you gain a bonus on your weapon damage rolls equal to the level of the highest-level War spell you have available to cast.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

IMBUED HEALING [METAMAGIC]

You imbue your healing spells with additional benefits based on the power of your belief.

Prerequisites: Ability to cast conjuration (healing) spells; access to one or more domains.

Benefit: Whenever you cast a 1st-level or higher conjuration (healing) spell, you not only heal your subject of hit point damage, but you also confer on it a carrier effect deriving from a domain to which you have access.

If you have access to more than one of the following domains, choose which carrier effect to use each time you use this ability.

Each of these carrier effects has a duration of 1 minute per level of the conjuration (healing) spell cast and an equivalent spell level.

If you are using domains from publications other than the *Player's Handbook*, use the Domains from Publications Other Than the *Player's Handbook* sidebar on page 53 to determine an appropriate domain equivalency.

Air: Electricity resistance 5.

Animal: Scent ability.

Chaos: +2 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on a randomly determined ability score.

Death: +4 on saving throws against death effects.

Destruction: +2 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on melee damage rolls.

Earth: Acid resistance 5.

Evil: DR 3/good.

Eire: Fire resistance 5.

Good: DR 3/evil.

Healing: 1 temporary hit point per level or HD.

These temporary hit points last for up to 1 hour.

Knowledge: +2 insight bonus on skill and ability checks.

Law: +4 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on saving throws against mind-affecting spells or spell-like abilities.

Luck: When rolling for damage, treat any die roll result of 1 as 2, unless 1 is the maximum result possible.

Magic: +2 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on saves against spells and spell-like abilities.

Plant: Light fortification (25% chance to avoid extra damage from critical hits and sneak attacks).

Protection: +2 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to AC when fighting defensively.

Strength: +2 on damage rolls with any melee attack.

Sun: Low-light vision; +2 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on Spot checks.

Travel: +5-foot bonus to base land speed.

Trickery: +6 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on Bluff checks.

War: +1 on attack rolls with weapons (not natural weapons).

Water: +6 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on Swim checks.

Special: When you use a conjuration (healing) spell to deal damage to a target, you cannot confer one of these carrier effects on that target.

Special: Different carrier effects can affect the same target concurrently, even if the domains are normally opposed in nature (Law/Chaos, Good/Evil, and so forth).

Special: If your conjuration (healing) spell affects multiple creatures, you can choose only one carrier effect per casting.

All targets are subject to that same effect.

KNOWLEDGE DEVOTION [DOMAIN]

You can use your knowledge to exploit your foes' weaknesses and overcome their strengths.

Prerequisite: Knowledge (any) 5 ranks.

Benefit: Upon selecting this feat, you immediately add one Knowledge skill of your choice to your list of class skills.

Thereafter, you treat that skill as a class skill, regardless of which class you are advancing in.

Whenever you fight a creature, you can make a Knowledge check based on its type, as described on page 78 of the *Player's Handbook*, provided that you have at least one rank in the appropriate Knowledge skill.

You then receive an insight bonus on attack rolls and damage rolls against that creature type for the remainder of the combat.

The amount of the bonus depends on your Knowledge check result, as given on the following table.

Check Result	Bonus Granted
15 or below	+1
16–25	+2
26–30	+3
31–35	+4
36 or higher	+5

You can make only one Knowledge check per creature type per combat.

If you fight creatures of multiple types during the same combat, you can make one Knowledge check per type, thereby possibly gaining different bonuses against different opponents.

Example: Alhandra faces a black dragon, a vampire, and a beholder.

She has the Knowledge Devotion feat and ranks in both Knowledge (arcana) and Knowledge (religion).

At the beginning of the battle, she makes checks to gain bonuses against the dragon and the vampire, but since she possess no ranks in Knowledge (dungeoneering), she has no chance to gain a bonus against the beholder (an aberration).

Alhandra's Knowledge (arcana) check grants her a +3 insight bonus on attack rolls and damage rolls against the black dragon.

Later, a half-dragon enters the fray.

Alhandra cannot make another check since she has already checked for the dragon type this combat, but she can apply the +3 insight bonus to her attack rolls and damage rolls against the half-dragon as well.

This benefit is an extraordinary ability.

LAW DEVOTION [DOMAIN]

The power of law assists you in combat.

Benefit: Once per day as a swift action, you can summon the power of law to aid you.

Upon activating this ability, you immediately gain a +3 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on your attack rolls or to your AC until your next action.

At the beginning of your next action, you can reallocate the bonus if desired.

This effect lasts for 1 minute.

The bonus increases to +5 when you attain 10th level, and to +7 when you attain 15th level.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

LUCK DEVOTION [DOMAIN]

Luck makes your attacks more effective.

Benefit: Once per day as a swift action, you can activate this ability to improve your combat prowess.

For 1 minute, if the result of any damage roll you make is below average, you can increase it to one-half the maximum possible (rounded up).

This effect works for all damage you deal, whether from physical or magical attacks.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

MAGIC DEVOTION [DOMAIN]

You channel your faith into a bolt of energy that strikes your target from afar.

Benefit: Once per day as a standard action, you can launch an energy bolt as a ranged touch attack against a target within 30 feet, + 5 feet per two character levels you possess.

If this attack hits, it deals 1d6 points of damage per two character levels you possess.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.

MITIGATE SUFFERING [RESERVE]

You can temporarily relieve ability damage.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have any *restoration* spell or another conjuration (healing) spell that cures ability damage available to cast, you can confer temporary ability points on yourself or ally.

As a standard action, you can create 2 points + 1 point per level of the highest-level such spell you have available to cast.

These ability points can be applied to any single damaged ability, raising it to a maximum of its starting score.

Temporary ability points granted in this way disappear after 10 minutes, returning the subject to its previous damaged state unless some other effect restores the lost ability points first.

You can use this effect on the same individual as many times as you wish.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (healing) spells.

PLANT DEVOTION [DOMAIN]

Your body takes on the resilience of plants.

Benefit: Once per day as an immediate action, you can force your body to take on plant characteristics.

Your skin becomes brown and bark-like, your hair becomes leafy, and your blood oozes like sap.

This effect lasts for 1 minute.

While in this form, your natural armor bonus increases by 2.

In addition, you gain light fortification (25% chance to ignore extra damage from critical hits and sneak attacks).

The resistance chance granted by this fortification effect increases to 50% when you attain 10th level and to 75% when you attain 15th level.

At 20th level, you gain heavy fortification (immune to critical hits and sneak attack damage) while in this form.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.

PROTECTION DEVOTION [DOMAIN]

You exude an aura that protects you and those around you.

Benefit: Once per day as an immediate action, you can activate a protective aura.

While it is active, you gain a +2 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to AC, as does every ally within 30 feet of you.

This bonus increases by 1 for every four character levels you possess (maximum +7 at 20th level).

This effect lasts for 1 minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

PROTECTIVE WARD [RESERVE]

Your connection to the divine principle of protection shields you or an ally from attacks.

Prerequisite: Access to the Protection domain.

Benefit: As long as you have an abjuration spell available to cast, you can use a standard action to provide a sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to AC equal to the level of the highest-level abjuration spell you have available to cast.

You can apply this bonus either to your AC or to that of a single ally within 30 feet, and it persists until the beginning of your next turn.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

RETRIEVE SPELL [DIVINE]

You can channel raw divine energy to recharge a previously cast spell.

Prerequisite: Any two divine feats, ability to turn or rebuke undead.

Benefit: As a standard action, you can expend turn or rebuke undead attempts to recover a spell you have already cast that day.

You must spend a number of daily uses equal to 1 + the level of the spell you wish to recover.

You can recover only spells within the class that grants your turn or rebuke undead ability.

You cannot, for example, use this ability to regain a previously cast wizard spell.

SPIRITUAL COUNTER [DIVINE]

Your devotion and faith allow you to counter the effects of other spells.

Prerequisite: Any other divine feat, ability to turn or rebuke undead.

Benefit: As a standard (readied) action, you can expend one or more turn or rebuke undead attempts to counter another caster's spell, as though you had cast the same spell yourself (see Counterspells, PH 170).

You must spend a number of daily uses equal to 2+ the level of the spell you wish to counter (minimum 1) and be able to cast that spell as if it were on your spell list.

Normal: You can counter a spell only by casting the same spell, a specific counterspell, or *dispel magic*.

SPONTANEOUS DOMAINS []

You need not prepare your domain spells in advance.

Prerequisites: Ability to cast 3rd-level spells, access to two or more cleric domains.

Benefit: When preparing your spells for the day, you can leave your domain slots open.

You can then choose, when the situation arises, to cast any of the domain spells you could normally have prepared for a given level.

However, you are still limited to one domain spell per level per day.

Normal: Clerics must prepare their domain spells before casting.

STRENGTH DEVOTION [DOMAIN]

You can overcome an opponent's normal resistance to damage.

Benefit: Once per day as a swift action, you can bypass hardness with your melee attacks for 1 minute.

In addition, you gain a slam attack as a natural weapon, and all your melee attacks (natural or not) gain the adamantite property for the purpose of overcoming damage reduction. As a natural weapon, your slam attack does not provoke attacks of opportunity.

It deals damage based on your size and character level, as given on the following table.

Character Level	Damage (S)	Damage (M)	Damage (L)
1st–5th	1d4	1d6	1d8
6th–10th	1d6	1d8	2d6
11th–15th	1d8	1d10	2d8
16th–20th	1d10	2d6	3d6

If you already have a natural weapon, use whichever damage value is higher.

You gain a +2 circumstance bonus on any damage rolls you make with that weapon.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

SUN DEVOTION [DOMAIN]

Your weapon blazes with the power of the sun.

Benefit: Once per day as a swift action, you can cause one of your melee weapons to glow with the power of the sun. The illumination radius is the same as that of a torch, but the light is true sunlight and affects creatures within a 10-foot radius as such.

This effect lasts for 1 minute.

While your weapon glows, it deals an additional 1 point of sacred (if your deity is good or neutral) or profane (if your deity is evil) damage per character level you possess to any undead it strikes.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

SWIFT CALL []

You can call your special mount in the blink of an eye.

Prerequisite: *Special mount* class feature.

Benefit: You can call your special mount as a swift action.

Normal: Calling a special mount is a full-round action.

SWIFT WILD SHAPE [WILD]

You can shift forms in the blink of an eye.

Prerequisites: Dex 13, Fast Wild Shape, wild shape class feature.

Benefit: You can activate your wild shape ability as a swift action.

Normal: Activating wild shape is a standard action.

TOUCH OF HEALING [RESERVE]

You can channel divine energy into healing with a touch.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a conjuration (healing) spell of 2nd level or higher available to cast, you can spend a standard action to touch a target creature and heal 3 points of damage per level of the highest-level conjuration (healing) spell you have available to cast.

You can use this ability only on a target that has been reduced to one-half or fewer of its total hit points.

The effect ends once you've healed the subject up to half its normal maximum hit points.

This ability has no effect on creatures that can't be healed by *cure* spells.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (healing) spells.

TRAVEL DEVOTION [DOMAIN]

You can move quickly around the battlefield.

Benefit: Once per day as a swift action, you can activate this ability to move up to your speed as a swift action each round.

Thus, you can move your speed and then take a full-round action, or move and take two other actions (two move actions or one move action and one standard action).

This effect lasts for 1 minute.

Special: You cannot take a 5-foot step in the same round that you use this feat to move as a swift action.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.

TRICKERY DEVOTION [DOMAIN]

You project a simulacrum of yourself that can perform limited tasks.

Benefit: Once per day as a standard action, you can create an exact duplicate of yourself up to 30 feet away.

You can control this simulacrum's movements as a free action.

The image becomes more "real" as you advance in level.

This ability is usable up to a maximum of 1 minute per level each day.

The simulacrum combines the characteristics of the *silent image* (PH 279) and *unseen servant* (PH 297) spells.

Its hit points are equal to 6 + your character level.

It ignores terrain effects and moves like an *unseen servant*, making no noise in the process, though it makes normal motions while traveling.

If you have a fly speed, the image appears to fly when not in contact with the ground; otherwise, it walks on open air.

You can do anything with this image that you could do with the *unseen servant* spell and are under the same limitations.

When you attain 5th level, you gain more control over the simulacrum.

At this point, it behaves more like a *major image* spell (PH 252), though it still performs actions like an *unseen servant*.

As long as the simulacrum remains within 5 feet of your position (and you can direct it to do so as a free action), you can perform a Bluff check in combat as a swift action.

You gain a +4 bonus on this check, which is opposed by your opponents' Sense Motive checks.

If you are successful, your foes believe the image is you (and vice versa) for 1 round.

Once you reach 10th level, you can spend a swift action to transfer your perceptions to the simulacrum and perceive the world from its point of view rather than your own.

You can move the image as if it were your own body, using the simulacrum's movement characteristics (ignoring terrain, "flying," and the like).

You can also perform any skill and ability checks using the simulacrum, as long as they do not require a Strength score higher than 2.

The image has phantom versions of all your equipment (such as lockpicks), but any such items that lose direct contact with it immediately dissipate.

When you attain 15th level, the image can become more "real" at your command.

It gains a Strength score equal to one-half your own and can perform combat actions using phantom versions of your gear.

Any of these items that lose contact with the image dissipate immediately.

Thus, the image can wield a sword, but if it shoots a bow, the arrow disappears as soon as it is fired.

Equipment that extends more than 5 feet from the image (such as a length of rope) also disappears beyond that distance.

In addition, you can now cast spells originating from the image as if with a *project image* spell (PH 265), with one exception.

If you lose line of effect to the image, the effect does not end; you just can't cast spells originating from the image until you gain line of effect again.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

UMBRAL SHROUD [RESERVE]

You control darkness and shadows.

Prerequisites: Ability to cast 3rd-level spells.

Benefit: As long as you have a 3rd-level or higher darkness spell available to cast, shadows and darkness appear to obey your will.

As a standard action, you can direct these shadows to obscure the vision of one foe within 30 feet.

If your target fails a Will save, its attacks have a miss chance equal to 5% per level of the highest-level darkness spell you have available to cast.

This effect lasts until the beginning of your next action. Creatures that do not rely on sight are unaffected by this effect, and those with Blind-Fight or similar abilities can fight as they normally would.

As a secondary benefit, you gain darkvision out to 10 feet. If you already have darkvision, its range increases by 10 feet.

VENOM'S GIFT [WILD]

You can imbue your natural attacks with a touch of venom.

Prerequisites: Any two wild feats, wild shape class feature, ability to assume plant form using wild shape.

Benefit: As a standard action, you can expend one daily use of your wild shape ability to envenom your natural attacks for up to 1 round per caster level you possess.

An ordinary unarmed strike does not qualify for this benefit; you must have a true natural attack, though it can be the result of a transmutation spell or other shapechange effect.

Poison: Injury, Fortitude negates (DC 10 + 1/2 your HD + your Con modifier), 1d2 Str/1d2 Str.

WAR DEVOTION [DOMAIN]

You can control your abilities more effectively in combat.

Benefit: Once per day, when fighting defensively as a standard or full-round action, you take a -3 penalty on all attack rolls in a round and gain a +3 dodge bonus to AC in the same round.

When you attain 7th level, your penalty on attack rolls drops to -2 and your dodge bonus increases to +4.

When you attain 15th level, your penalty on attack rolls drops to -1 and your dodge bonus increases to +5.

This bonus stacks with the bonus to AC granted by the Combat Expertise feat.

This benefit is an extraordinary ability.

Normal: When fighting defensively, you take a -4 penalty on all attacks in a round and gain a +2 dodge bonus to AC for the same round.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

WATER DEVOTION [DOMAIN]

You can create a water guardian.

Benefit: Once per day as a standard action, you can pour the contents of a full waterskin on the ground and summon forth a water elemental on that spot.

The creature remains and follows your commands for 1 minute.

The size of the elemental is based on your character level, as given in the table below.

Character Level	Water Elemental Summoned
1st–5th	Small
6th–10th	Medium
11th–15th	Large
16th–20th	Huge

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

COMPLETE DIVINE (3.5)

MAIN SECTION FEATS

ARCANE DISCIPLE [GENERAL]

Choose a deity, and then select a domain available to clerics of that deity.

You can learn to cast the spells associated with that domain as arcane spells.

Prerequisites: Knowledge (religion) 4 ranks, Spellcraft 4 ranks, able to cast arcane spells, alignment matches your deity's alignment.

Benefit: Add the chosen domain's spells to your class list of arcane spells.

If you have arcane spellcasting ability from more than one class, you must pick which arcane spellcasting ability this feat applies to.

Once chosen, this decision cannot be changed for that feat.

You may learn these spells as normal for your class; however, you use Wisdom (rather than the normal ability for your spellcasting) when determining the save DC for the spell.

In addition, you must have a Wisdom score equal to 10 + the spell's level in order to prepare or cast a spell gained from this feat.

Each day, you may prepare (or cast, if you cast spells without preparation) a maximum of one of these domains spells of each level.

Special: You can take this feat more than once.

Each time, you must select a different domain available to the same deity you chose the first time you selected the feat.

For example, a character who chose Heironeous and the Good domain with his first selection could choose Law or War with successive selections of the same feat. He couldn't choose Protection, since that domain isn't available to clerics of Heironeous.

AUGMENT HEALING [GENERAL]

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp.

An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat).

A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

BOAR'S FEROCITY [WILD]

You can continue fighting even at the brink of death.

Prerequisite: Ability to wild shape.

Benefit: If your hit points are reduced to 0 or less (but you aren't killed), you can spend one wild shape as a free action (even if it isn't your turn) to continue acting as if not disabled or dying.

The effect lasts for one minute.

Normal: When reduced to 0 hp, you are disabled and can take only a single move or standard action each round. When reduced to -1 to -9 hp, you are dying and drop unconscious.

CHEETAH'S SPEED [WILD]

You can run with the speed of the cheetah.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to change your base land speed to 50 feet.

You may also sprint as a cheetah: Once per hour you may move 10 times your normal speed as part of a charge.

This effect lasts for one hour.

CONSECRATE SPELL [METAMAGIC]

You can imbue your spells with the raw energy of good.

Prerequisite: Any good alignment.

Benefit: A spell you modify with this feat gains the good descriptor.

Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to be reduced by resistance or immunity to energy-based attacks.

For example, a consecrated *fire storm* spell cast by a 16th-level cleric deals 16d6 points of damage, half of which is fire damage and half of which is sheer divine power.

Thus, creatures immune to fire still take damage.

The consecrated spell uses up a spell slot one level higher than the spell's actual level.

CORRUPT SPELL [METAMAGIC]

You can transform one of your spells into an evil version of itself.

Prerequisite: Any evil alignment.

Benefit: This feat adds the evil descriptor to a spell.

Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to be reduced by resistance or immunity to energy-based attacks.

The corrupted spell uses up a spell slot one level higher than the spell's actual level.

DISCIPLE OF THE SUN [DIVINE]

You can destroy undead instead of merely turning them.

Prerequisites: Ability to turn or rebuke undead, good alignment.

Benefit: You may spend two turn undead attempts when you turn undead instead of one.

If you do then you get destroy the undead instead of turning them.

DIVINE METAMAGIC [DIVINE]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat.

This feat applies only to that metamagic feat.

As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know.

You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using.

For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting.

Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times.

Each time you take this feat choose a different metamagic feat to which to apply it.

DIVINE SPELL POWER [DIVINE]

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check).

Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round. For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round.

Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result.
This feat has no effect on your arcane spellcasting ability.

DOMAIN FOCUS [GENERAL]

You have mastered the subtle intricacies of the divine power you've devoted yourself to.

Prerequisite: Access to relevant domain.

Benefit: You can cast spells associated with one of your domains at +1 caster level.

This benefit also applies to caster level checks to overcome a target's spell resistance as well as other variables such as spell duration.

If you cast a spell from one of your nondomain spell slots, this feat does not help you, even if the spell also happens to appear on your domain list.

Special: You can take Domain Focus multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new domain to which you have access.

DOMAIN SPONTANEITY [DIVINE]

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to.

You may now convert prepared divine spells into any spell from that domain.

You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts.

This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times.

Each time you take the feat, it applies to a new domain.

EAGLE'S WINGS [WILD]

You can take wing and fly with the grace of an eagle.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to grow feathery wings.

These allow you to fly at a speed of 60 feet (average maneuverability).

The wings remain for 1 hour.

ELEMENTAL HEALING [DIVINE]

You can channel elemental energy to heal creatures of a specific elemental subtype.

Prerequisite: Ability to rebuke creatures with an elemental subtype.

Benefit: You can spend a rebuke attempt as a standard action to send a burst of healing energy in a 60-foot burst. This affects all creatures with an elemental subtype that you could normally rebuke; such creatures are healed of 1d8 points of damage per two cleric levels.

For example, a cleric with the Fire domain could use this feat to heal a fire elemental or any other creature with the fire subtype (since he would normally rebuke creatures with the fire subtype with his domain power).

Special: You may only activate this feat by spending a rebuke attempt that would normally be used to rebuke

creatures with a specific elemental subtype (air, earth, fire, or water).

Unlike other divine feats, you can't use a turn or rebuke undead attempt (or other turning attempt) to activate the feat.

ELEMENTAL SMITING [DIVINE]

You can channel elemental energy to deal extra damage to creatures tied to a specific element.

Prerequisite: Ability to turn creatures with an elemental subtype.

Benefit: Once per round, you can spend a turn attempt as a free action when making a melee attack.

If you successfully strike a creature that you could turn with that turn attempt because of its elemental subtype, you may add a bonus on your damage roll equal to your cleric level.

If your attack misses, the turn attempt is lost to no effect.

For example, a cleric with the Fire domain could use this feat to smite a water elemental or any other creature with the water subtype (since he would normally turn creatures with the water subtype with his domain power).

Special: You may only activate this feat by spending a turn attempt that would normally be used to turn creatures with a specific elemental subtype (air, earth, fire, or water). Unlike other divine feats, you can't use a turn or rebuke undead attempt (or other turning attempt) to activate the feat.

ELEPHANT'S HIDE [WILD]

You can thicken your skin to the toughness of an elephant's.

Prerequisite: Ability to wild shape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of 7.

This does not stack with any natural armor you currently have.

The effect lasts for 10 minutes.

EMPOWER TURNING [GENERAL]

You can turn or rebuke more undead with a single turning attempt.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke more undead than usual. After adding your cleric level and Charisma modifier to your turning damage roll multiply it by 1.5.

EXTRA WILD SHAPE [WILD]

You can use wild shape more frequently than you normally could.

Prerequisite: Ability to use wild shape.

Benefit: You use your wild shape ability two more times per day than you otherwise could.

If you are able to use wild shape to become an elemental, you also gain one additional elemental wild shape use per day.

Special: You can take this feat multiple times, gaining the same benefit each time.

FAST WILD SHAPE [WILD]

You assume your wild shape faster and more easily than you otherwise could.

Prerequisite: Dex 13, ability to use wild shape.

Benefit: You gain the ability to use wild shape as a move-equivalent action.

Normal: A druid uses wild shape as a standard action.

GLORIOUS WEAPONS [DIVINE]

You can channel positive or negative energy to imbue your allies' weapons with an alignment.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can spend a turn or rebuke attempt as standard action to align the melee weapons (including natural weapons) of all allies within a 60-ft. burst as good (if you channel positive energy) or evil (if you channel negative energy).

Such weapons can overcome damage reduction as if they had the appropriate alignment.

The effect lasts until the end of your next turn.

GRIZZLY'S CLAWS [WILD]

You can grow claws as sharp as those of a bear.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to gain two primary claw attacks (both at your base attack bonus and adding your Strength bonus).

The claws deal piercing and slashing damage equal to a short sword appropriate to your size (1d6 for Medium, or 1d4 for Small).

The claws remain for 1 hour.

Special: If you already have a claw attack, this replaces those claws.

IMPROVED SMITING [GENERAL]

Your smite attacks deal more damage to specific foes, and can damage creatures with alignment-based damage reduction.

Prerequisites: Cha 13, smite ability.

Benefit: Whenever you make a smite attack, your attack overcomes damage reduction as if had an alignment, and you deal an extra +1d6 points of damage to targets of a specific alignment.

If the smite attack has an alignment associated with it, it deals its extra damage to foes of that alignment and it is treated as having the opposite alignment for overcoming damage reduction.

For example, a paladin's smite evil attacks are treated as having the good alignment and deal +1d6 damage to evil targets, while a blackguard's smite good attacks are treated as having the evil alignment and deal +1d6 damage to good targets.

If the smite attack has no alignment associated with it, you must choose an alignment component (chaotic, evil, good, or lawful) when you select the feat.

Your smite attacks overcome damage reduction as if they had that alignment, and deal +1d6 points of damage to foes of the opposite alignment.

For example, a lawful neutral cleric of St. Cuthbert with the Destruction domain who selected this feat must choose for

his smite attacks to be lawfully aligned (and these attacks would deal +1d6 points of damage to chaotic targets).

A lawful evil cleric of Hextor with the Destruction domain could choose to have his smite attacks be lawfully or evilly aligned (and these attacks would deal +1d6 points of damage to chaotic targets or to good targets, respectively). You can't choose an alignment component that isn't part of your alignment, and once this choice is made, it can never be changed.

If you later change alignment so that the chosen alignment component is no longer part of your alignment, you lose the benefits of this feat.

Special: If you have the smite ability from more than one class, the effect of the feat applies to all your smite abilities, and it is possible to select different alignments for each (as long as the alignments chosen are legal selections).

For example, a paladin/cleric with the Destruction domain must choose good for his smite good ability, but could choose law for his smite domain power.

LION'S POUNCE [WILD]

You can deliver a terrible attack at the end of a charge.

Prerequisite: Ability to wild shape.

Benefit: When you charge, you may spend a wild shape as a free action to make a full attack at the end of the charge.

Normal: Without this feat, you may only make a single attack after a charge.

OAKEN RESILIENCE [WILD]

You can take on the sturdiness of the mighty oak.

Prerequisite: Ability to wild shape into a plant.

Benefit: You can spend a wild shape to gain immunity to critical hits, poison, sleep, paralysis, polymorph, and stunning.

You also gain great stability, which gives you a +8 bonus on checks to avoid being bull rushed or tripped.

The effect remains for 10 minutes.

PRACTICED SPELLCASTER [GENERAL]

Choose a spellcasting class that you possess.

Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4.

This can't increase your caster level beyond your HD.

However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD).

If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known.

It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class.

For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

PROFANE BOOST [DIVINE]

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisite: Ability to rebuke undead.

Benefit: You can spend a rebuke attempt as standard action to place an aura of negative energy upon each creature within a 60-ft. burst.

Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

QUICKEN TURNING [GENERAL]

You can turn or rebuke undead with a moment's thought.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke undead as a free action. You may still make only one turning attempt per round.

RAPID SPELL [METAMAGIC]

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid.

A rapid spell with a casting time of 1 full round can be cast as a standard action.

A rapid spell with a casting time measured in rounds can be cast in 1 full round.

Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour.

A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round.

This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

REACH SPELL [METAMAGIC]

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet.

The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient.

A reach spell uses up a spell slot two levels higher than the spell's actual level.

SACRED BOOST [DIVINE]

You can channel positive energy to increase the power of *cure wounds* spells cast near you.

Prerequisite: Ability to turn undead.

Benefit: You can spend a turn attempt as standard action to place an aura of positive energy upon each creature within a 60-ft. burst.

Any *cure* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

SACRED HEALING [DIVINE]

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

Prerequisites: Heal 8 ranks, ability to turn undead.

Benefit: You can spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60-ft. burst.

The fast healing lasts for a number of rounds equal to 1 + your Cha modifier (minimum 1 round).

SANCTIFY RELIC [ITEM CREATION]

You can create magic items that are imbued with a connection to your deity.

Prerequisite: Any other item creation feat.

Benefit: Relics are magic items—often but not always wondrous items—that rely on a divine connection to a specific deity to function.

They are described further in Chapter 4.

SERPENT'S VENOM [WILD]

You can deliver a toxic bite attack reminiscent of the viper.

Prerequisite: Ability to wild shape.

Benefit: You can spend a usage of wild shape to gain a secondary bite attack (at your base attack bonus –5 and adding 1/2 your Strength bonus) that deals bludgeoning, piercing and slashing damage equal to a dagger appropriate to your size (1d4 for Medium, or 1d3 for Small).

In addition, the bite delivers a toxic venom (Fortitude save DC 10 + 1/2 your HD + your Con modifier; 1d6 Con/1d6 Con).

Special: If you already have a bite attack, it just gains the toxic venom part of this feat.

SPELL FOCUS (CHAOS, EVIL, GOOD, OR LAW) []

Your spells with an alignment descriptor are more potent than normal.

Prerequisite: Relevant alignment.

Benefit: Add +1 to the DC for all saving throws against any of your spells that have an alignment descriptor (chaos, evil, good, or lawful) that matches your alignment. This bonus does not stack with any other bonus from Spell Focus feats.

Special: This feat can be taken twice, choosing a different alignment descriptor each time.

SPONTANEOUS HEALER [GENERAL]

Prerequisites: Knowledge (religion) 4 ranks, nonevil alignment, able to cast any *cure wounds* spell.

Benefit: You can use your spellcasting ability to spontaneously cast *cure* spells (from your class spell list) just as a cleric can.

You may use this ability a total number of times per day equal to your Wisdom modifier.

SPONTANEOUS SUMMONER [GENERAL]

Prerequisites: Wis 13, Knowledge (nature) 4 ranks, any neutral alignment (NG, LN, N, CN, or NE), able to cast any *summon nature's ally* spell.

Benefit: You can spontaneously cast *summon nature's ally* spells (from your class spell list) just as a druid can. You may use this ability a total number of times per day equal to your Wisdom modifier.

SPONTANEOUS WOUNDER [GENERAL]

Prerequisites: Wis 13, Knowledge (religion) 4 ranks, nongood alignment, able to cast any *inflict wounds* spell.

Benefit: You can use your spellcasting ability to spontaneously cast *inflict* spells (from your class spell list) just as a cleric can.

You may use this ability a total number of times per day equal to your Wisdom modifier.

SWIM LIKE A FISH [WILD]

You can breathe and swim underwater with grace.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to grow gills, enabling you to breathe underwater (while retaining your ability to breathe air).

Webbing also grows between your fingers and between your toes, granting you a Swim speed of 40 ft. and a +8 bonus on your Swim checks. The effect lasts for one hour.

TRANSDIMENSIONAL SPELL [METAMAGIC]

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the spell's area.

Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*.

You must be able to perceive a creature to target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space.

There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

TRUE BELIEVER [GENERAL]

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic (see relics, page 88) of the deity you worship.

WOLVERINE'S RAGE [WILD]

You can fly into a berserk rage when injured.

Prerequisite: Wild shape.

Benefit: If you have taken damage during the last round, you may spend a wild shape as a free action on your turn to enter a rage.

While in this rage, you gain a +2 bonus to Strength, a +2 bonus to Constitution, and take a -2 penalty to AC.

This rage lasts for 5 rounds and cannot be ended voluntarily.

EPIC FEATS

BONUS DOMAIN [EPIC]

You have access to one additional domain of spells.

Prerequisites: Wis 21, able to cast 9th-level divine spells.

Benefit: Choose an additional domain from your deity's domain list.

You now have access to that domain's spells and granted powers as normal for your domain spells.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different domain.

EPIC DEVOTION [EPIC]

Choose an alignment component (chaos, evil, good, or law) different from your own alignment.

You are particularly resistant to spells of that alignment.

Prerequisites: Wis 21, Iron Will, alignment different from the chosen component, patron deity who does not accept clerics who have the chosen component.

Benefit: You gain a +4 bonus on saves against spells of the chosen alignment component.

For instance, a lawful good paladin of Helm who selected "chaos" would gain a +4 bonus on saves against chaotic spells.

That paladin could not select "good" or "law" because they are part of her own alignment, nor could she select "evil" because Helm accepts evil clerics.

Special: You can take this feat more than once. Each time you select the feat, select a new alignment component.

HOLY STRIKE [EPIC]

Your attacks deal great damage to evil creatures.

Prerequisites: Smite evil class feature, any good alignment.

Benefit: Any weapon you wield is treated as a holy weapon (it deals +2d6 points of damage against creatures of evil alignment).

This ability doesn't stack with similar abilities (for instance, if the weapon is already a holy weapon).

In addition, the weapon is considered blessed, which means it has special effects on certain creatures.

MAGICAL BEAST WILD SHAPE [WILD] [EPIC]

You can wild shape into magical beast form.

Prerequisites: Wis 25, Beast Wild Shape, Knowledge (nature) 27 ranks, wild shape 6/day.

Benefit: You can use your normal wild shape ability to take the form of a magical beast.

The size limitation is the same as your limitation on animal size.

You gain all supernatural abilities of the magical beast whose form you take.

NEGATIVE ENERGY BURST [DIVINE] [EPIC]

You can use your rebuke/command undead ability to unleash a burst of negative energy.

Prerequisites: Cha 25, ability to rebuke or command undead, able to cast *inflict critical wounds*, any evil alignment.

Benefit: You can use one rebuke or command undead attempt to unleash a wave of negative energy in a 60-foot burst.

Roll a normal rebuke (or command) check, except that the negative energy burst affects living creatures rather than undead.

Any creature that would be rebuked by this result gains one negative level.

Any creature that would be commanded by this check gains two negative levels.

The Fortitude save DC to remove these levels 24 hours later is equal to 10 + 1/2 your effective turning level + your Charisma modifier.

POSITIVE ENERGY AURA [EPIC]

You automatically turn (or even destroy) lesser undead.

Prerequisites: Cha 25, ability to turn undead, able to cast *dispel evil*.

Benefit: Every undead creature that comes within 15 feet of you is automatically affected as if you had turned it.

This doesn't cost a turning attempt, and you don't have to roll turning damage (it automatically affects all undead in a 15-foot burst), but it only turns undead with Hit Dice equal to or less than your effective cleric level minus 10 (and automatically destroys undead with Hit Dice equal to or less than your effective cleric level minus 20).

For example, a 22nd-level cleric would automatically turn any nearby wights or wraiths and would automatically destroy any Medium skeletons or zombies that came near him, but would have to turn nightshades and the like normally.

Just as with normal turning, you can't affect undead that have total cover relative to you.

SPECTRAL STRIKE [EPIC]

You can strike incorporeal creatures as if they were solid.

Prerequisites: Wis 19, ability to turn or rebuke undead.

Benefit: Your attacks deal damage normally against incorporeal creatures.

Normal: Without this feat, even attacks that can damage an incorporeal creature have a 50% chance to deal no damage.

UNDEAD MASTERY [DIVINE] [EPIC]

You can command a greater number of undead than normal.

Prerequisites: Cha 21, ability to rebuke or command undead.

Benefit: You may command up to ten times your level in HD of undead.

UNHOLY STRIKE [EPIC]

Your attacks deal great damage to good creatures.

Prerequisites: Smite good class feature, any evil alignment.

Benefit: Any weapon you wield is treated as an unholy weapon (it deals +2d6 points of damage against creatures of good alignment).

This ability doesn't stack with similar abilities (for instance, if the weapon is already an unholy weapon).

ZONE OF ANIMATION [DIVINE] [EPIC]

You can channel negative energy to animate undead.

Prerequisite: Cha 25, Undead Mastery, ability to rebuke or command undead.

Benefit: You can use a rebuke or command undead attempt to animate corpses within range of your rebuke or command attempt.

You animate a total number of HD of undead equal to the number of undead that would be commanded by your result (though you can't animate more undead than there are available corpses within range).

You can't animate more undead with any single attempt than the maximum number you can command (including any undead already under your command).

These undead are automatically under your command, though your normal limit of commanded undead still applies.

If the corpses are relatively fresh, the animated undead are zombies.

Otherwise, they are skeletons.

FAITH FEATS

PIOUS DEFENSE [FAITH]

Your connection to a greater power sometimes gives you flashes of insight that keep you safe.

Prerequisite: Knowledge (religion) 2 ranks.

Benefit: When you would be reduced to 0 hit points or less by damage, you can spend 1 faith point to take only half damage.

Special: When chosen, this feat gives you 4 faith points, and you may earn additional faith points as outlined in the Faith Feats section.

PIOUS SOUL [FAITH]

By adhering to the precepts of your religion or philosophy, you gain an extra edge when you need it most.

Prerequisite: Knowledge (religion) 2 ranks.

Benefit: You can spend a faith point to add 1d6 to your d20 roll on an attack, save, or check—even after you've seen

the d20 roll, as long as the DM hasn't announced whether you've succeeded or failed.

You can choose to spend more than one faith point at a time in this way.

Special: When chosen, this feat gives you 4 faith points, and you may earn additional faith points as outlined in the Faith Feats section.

PIOUS SPELLSURGE [FAITH]

You can use the strength of your faith to augment a spell cast at a critical juncture.

Prerequisite: Knowledge (religion) 4 ranks.

Benefit: By spending 2 faith points when you cast a spell, you gain a +1d6 bonus to the DC of any save required to resist the spell or to your caster level for that spell.

Special: When chosen, this feat gives you 4 faith points, and you may earn additional faith points as outlined in the Faith Feats section.

COMPLETE MAGE (3.5)

MAIN SECTION FEATS

ACIDIC SPLATTER [RESERVE]

You can channel magical energy into orbs of acid.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have an acid spell of 2nd level or higher available to cast, you can throw an orb of acid as a ranged touch attack.

The attack has a range of 5 feet per level of the highest-level acid spell you have available to cast and deals 1d6 points of damage per level of that acid spell.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting acid spells.

ALACRITOUS COGITATION []

You can leave a prepared spell slot open to spontaneously cast a spell.

Prerequisite: Must prepare arcane spells.

Benefit: If you leave an arcane spell slot open when preparing spells, you can use that open slot to cast any arcane spell you know of the same level or lower. Casting the spell requires a full-round action.

You can use this feat only once per day, regardless of the number of slots you leave open.

Special: A wizard can select this feat as a wizard bonus feat.

AQUATIC BREATH [RESERVE]

Your reservoir of magic allows you to breathe normally even underwater.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a water spell of 3rd level or higher available to cast, you can breathe normally in both air and water.

This supernatural quality requires no activation.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting water spells.

BATTLECASTER DEFENSE [TACTICAL]

You have mastered techniques for taking full advantage of spells in melee while remaining unharmed.

Prerequisites: Combat Casting, base attack bonus +1, caster level 1st.

Benefit: The Battlecaster Defense feat allows the use of three tactical maneuvers while spellcasting in melee.

Defensive Targeting: To use this maneuver, you must use the defensive casting option to cast a spell with a range of touch.

If you successfully deliver the spell (that is, you succeed on the melee touch attack) on an enemy who threatens you while you cast it, you gain a +2 bonus on any touch attack you make against that enemy on your next turn.

Practiced Defense: When you successfully cast a spell defensively in 2 consecutive rounds, you gain a +10 bonus on any Concentration check made to cast a spell defensively in the next round.

Safe Retreat: When you successfully cast a spell defensively, your movement on your next turn doesn't provoke attacks of opportunity from any creatures that were threatening you when you cast defensively.

(The movement still provokes attacks of opportunity from other creatures normally).

Special: These benefits apply equally to characters manifesting psionic powers defensively or to those using spell-like abilities defensively.

BATTLECASTER OFFENSE [TACTICAL]

You cunningly mix melee combat and spellcasting to increase the potency of both.

Prerequisites: Combat Casting or warmage edge, base attack bonus +1, Spellcraft 4 ranks.

Benefit: The Battlecaster Offense feat allows the use of two tactical maneuvers.

Spell and Sword: If you deal damage to a foe with a spell, you gain a +1 bonus on your first melee attack roll made against that foe in the next round.

Sword and Spell: If you make a melee attack against a foe, you gain a +1 bonus to the save DC of the first spell you use against that foe in the next round.

This bonus applies only against the foe or foes you attacked, not against any other creatures affected by the spell.

BLADE OF FORCE [RESERVE]

You can surround a weapon with a short-lived aura of force.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a 3rd-level or higher force spell available to cast, you can surround a melee weapon or a single piece of ammunition with a thin field of force.

Activating this ability is a swift action; you must touch the weapon to be affected as part of the action.

The next attack made with that weapon, if taken before the end of your next turn, deals an extra 1 point of damage per level of the highest-level force spell you have available to cast.

Furthermore, that weapon ignores the miss chance normally granted to an incorporeal creature.

If the next attack with that weapon misses, this benefit is lost.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

BORNE ALOFT [RESERVE]

You can channel the magic of the winds to briefly grant you flight.

Prerequisite: Ability to cast 5th-level spells.

Benefit: As long as you have an air spell of 5th level or higher available to cast, you can fly up to 30 feet (perfect maneuverability) as a move action once per round. You must begin and end this flight solidly supported, or you fall.

You can't use this ability if you wear heavy armor or carry a heavy load.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting air spells.

CAPTIVATING MELODY []

You can expend some of your musical abilities to increase the potency of your enchantment or illusion spells.

Prerequisites: Bardic music, ability to cast arcane spells.

Benefit: As a swift action before casting a spell, you can attempt a Perform check (DC 15 + the level of the spell you intend to cast).

If you succeed, you can sacrifice one of your daily uses of bardic music to increase the save DC of the next enchantment or illusion spell you cast in the same round by 2.

If the Perform check fails, you still lose one daily use of bardic music but gain no benefit.

You can apply Captivating Melody only to spells cast by the same class that grants you your bardic music ability.

For instance, if you are a multiclass bard/wizard, you can apply this feat to bard spells, but not to spells you cast as a wizard.

CLAP OF THUNDER [RESERVE]

You can deliver a thunderous roar with a touch.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a sonic spell of 3rd level or higher available to cast, you can deliver a melee touch attack as a standard action.

This attack deals 1d6 points of sonic damage per level of the highest-level sonic spell you have available to cast.

Additionally, the subject must succeed on a Fortitude save or be deafened for 1 round.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting sonic spells.

CLOUDY CONJURATION []

Your conjured creations and summoned beings appear in a puff of sickening black smoke, and you vanish in a cloud of the same when you teleport.

Prerequisite: Spell Focus (conjunction) or conjurer level 1st.

Benefit: When you cast a conjuration spell, you can choose to have a 5-foot-radius cloud of sickening smoke manifest.

The cloud can appear in your space, adjacent to you, or in the space of or adjacent to your target (if any).

The cloud lasts for 1 round.

Any living creature is sickened while inside it (but not after exiting).

The cloud in all other ways acts like a small area of the *fog cloud* spell.

Creatures immune to poison are immune to the sickening effect.

The cloud appears in conjunction with the spell taking effect (not before or after).

Any creature you call or summon with the spell is immune to the sickening effect of the cloud.

Special: A conjurer can select this feat as a wizard bonus feat.

CLUTCH OF EARTH [RESERVE]

You briefly increase the earth's pull on the target creature.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have an earth spell of 2nd level or higher available to cast, you can spend a standard action to reduce the speed of any landbound creature within 30 feet of you.

The creature's normal land speed, as well as its burrow and climb speeds, decrease by 5 feet per level of the highest-level earth spell you have available to cast, to a minimum speed of 5 feet.

This effect lasts for 1 round.

A successful Fortitude save negates this effect and renders the target immune to the feat's effect for 24 hours.

Creatures currently swimming or flying are immune to this effect.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting earth spells.

DAZZLING ILLUSION []

Casting illusions causes the air about you to be filled with flashing colors that dazzle your foes.

Prerequisite: Spell Focus (illusion) or illusionist level 1st.

Benefit: When you cast an illusion spell, you can choose to render all enemies within 30 feet dazzled for 1 round.

Blind creatures are immune to this effect.

Special: An illusionist can select this feat as a wizard bonus feat.

DEFENDING SPIRIT []

Your watchful spirit helps keep you safe in combat.

Prerequisite: Watchful spirit class feature (see the wu jen class in *Complete Arcane*).

Benefit: Your watchful spirit helps you defend yourself.

If you use an initiative reroll from your watchful spirit class feature, you gain a +2 dodge bonus to your Armor Class for the duration of that encounter.

Also, you gain one extra initiative reroll from your watchful spirit class feature.

DELAY POTION []

You can drink a potion and postpone its effects.

Prerequisite: Knowledge (arcana) 1 rank.

Benefit: You can drink a potion and delay its effects for a number of hours equal to your Constitution modifier (minimum 1 hour).

At any time during this period, you can activate the potion's effect as a swift action.

If the duration expires before you activate the potion, it is wasted.

You can delay only one potion at a time.

You must activate a delayed potion before you can choose to delay another one.

DIMENSIONAL JAUNT [RESERVE]

With a single step, you can cross an entire room.

Prerequisite: Ability to cast 4th-level spells.

Benefit: As long as you have a teleportation spell of 4th level or higher available to cast, you can spend a standard action to teleport yourself and carried objects up to your heavy load a distance of 5 feet per level of the highest-level teleportation spell you have available to cast.

You can teleport only to a location that you can see (including one you are currently scrying).

You can't bring along another creature (except for a familiar).

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting teleportation spells.

DIMENSIONAL REACH [RESERVE]

You can transport small objects to you with an act of will.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a conjuration (summoning) spell of 3rd level higher available to cast, you can transport small items directly into your hand as a standard action.

You must have line of sight to an item you wish to transport in this way, and it must be unattended.

This ability works at a range of up to 5 feet per level of the highest-level summoning spell you have available to cast, and the item can weigh up to 2 pounds per level of that spell.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (summoning) spells.

DROWNING GLANCE [RESERVE]

With a look, you create a small but incapacitating amount of water in the subject's lungs.

Prerequisite: Ability to cast 4th-level spells.

Benefit: As long as you have a water spell of 4th level or higher available to cast, you can use a standard action to transform a small portion of the air in a living creature's lungs to water, making it difficult for the creature to breathe.

The subject must be within 30 feet.

The target becomes exhausted for 1 round; if it succeeds on a Fortitude save, it is instead fatigued for 1 round.

Whether or not a targeted creature successfully saves, it is immune to any further uses of your drowning glance for 24 hours.

Creatures that can breathe water (or who don't breathe) are immune to this effect.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting water spells.

ELEMENTAL ADEPT []

You can spontaneously cast a spell of the element you have mastered.

Prerequisite: Elemental mastery class feature (see the wu jen class in *Complete Arcane*).

Benefit: Choose one spell of the element you have chosen for your elemental mastery class feature.

You can now spontaneously cast that spell by sacrificing a prepared spell of equal or higher level.

The spell you choose must be in your spellbook.

When you gain a level, you can change the spell you can spontaneously cast by picking a new spell of the element you chose for elemental mastery.

ENERGY ABJURATION []

Casting an abjuration spell grants you protection from energy damage.

Prerequisite: Spell Focus (abjuration) or abjurer level 1st.

Benefit: When you cast an abjuration spell, you can choose to gain a special energy resistance equal to $(1 + \text{the spell's level}) \times 5$.

This energy resistance lasts for the duration of the abjuration spell you cast or until you are struck by any type of energy damage (acid, cold, fire, electricity, or sonic).

The resistance applies to the first energy damage to which you are exposed, and thereafter you lose the energy resistance until you cast another abjuration spell.

Special: An abjurer can select this feat as a wizard bonus feat.

ENERGY GESTALT [TACTICAL]

You have learned to combine multiple energy effects to great advantage.

Prerequisites: Spell Focus (evocation), caster level 3rd.

Benefit: The Energy Gestalt feat enables the use of three tactical maneuvers.

In every case, you must deal damage to one or more subjects with a pair of energy-based spells you cast in 2 successive rounds.

Acrid Fumes: You cast an acid spell followed by a fire spell.

The flames of your second spell turn some of the lingering acid into choking, sickening fumes.

Any living creature damaged by both spells is nauseated for 1 round.

Those who make a successful Fortitude save (DC based on the second spell) are sickened for 1 round instead.

Treat this as a poison effect for the purpose of save bonuses and immunities.

Brittle Blast: You cast a cold spell followed by a sonic spell.

Any object or construct damaged by both spells takes +50% damage from the sonic spell, because its physical structure has been made brittle by the cold.

Improved Conduction: You cast a cold spell followed by an electricity spell.

The lingering cold more effectively conducts the electricity, temporarily fatiguing creatures.

Living creatures damaged by both spells are slowed for 1 round (as the slow spell).

Creatures that make successful Fortitude saves (DC based on the second spell) are fatigued for 1 round.

FACE-CHANGER [RESERVE]

Your mastery of illusions allows you to subtly alter your appearance at whim.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a glamer spell of 3rd level or higher available to cast, you can alter your appearance as the spell *disguise self*, except that the duration lasts 1 minute per level of the glamer spell.

This illusory transformation requires a full-round action to activate.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting glamer spells.

FAVORED MAGIC FOE []

Through study, you have learned how best to defend yourself against your favored enemies' spells and how to best affect them with your own.

Prerequisite: Knowledge 6 ranks (in appropriate skill; see below) or favored enemy class feature.

Benefit: Choose a creature type for which you have the favored enemy class feature, or one associated with a Knowledge skill in which you have at least 6 ranks (see below).

If you choose humanoid or outsider, you must also choose a subtype from Table 3-14: Ranger Favored Enemies (PH 47). You gain a +1 bonus on caster level checks to overcome the spell resistance of the chosen creature type, and such creatures take a -1 penalty on saves against your spells and spell-like abilities.

Creature Type	Associated Knowledge Skill
Aberration	Dungeoneering
Animal	Nature
Construct	Arcana
Dragon	Arcana
Elemental	The planes
Fey	Nature
Giant	Nature
Humanoid (any)	Local
Magical beast	Arcana
Monstrous humanoid	Nature
Ooze	Dungeoneering
Outsider (any)	The planes
Plant	Nature
Undead	Religion
Vermin	Nature

Each time you take this feat, you choose a new creature type (or subtype, in the case of humanoids or outsiders).

FEARSOME NECROMANCY []

Creatures subjected to your necromantic spells feel the chill of fear.

Prerequisite: Spell Focus (necromancy) or necromancer level 1st.

Benefit: Any foe required to save against a necromancy spell you cast is shaken for 1 round, regardless of the result of the save.

This mind-affecting fear ability does not stack with any other fear effect (it can't make a foe worse than shaken).

Special: A necromancer can select this feat as a wizard bonus feat.

FEY HERITAGE [HERITAGE]

You are descended from creatures native to the fey realms. You are naturally resistant to the most common effects produced by your ancestors.

Prerequisite: Nonlawful alignment.

Benefit: You gain a +3 bonus on Will saving throws against enchantment effects.

FEY LEGACY [HERITAGE]

The magical powers of your ancestors manifest in you.

Prerequisites: Nonlawful alignment, Fey Heritage, character level 9th.

Benefit: You gain the following spell-like abilities, each usable once per day: *confusion*, *dimension door*, and *summon nature's ally V*.

Your caster level equals your character level.

FEY POWER [HERITAGE]

Your fey heritage augments the power of certain types of magic.

Prerequisites: Nonlawful alignment, Fey Heritage.

Benefit: Your caster level and save DCs for enchantment spells and warlock invocations increase by 1.

FEY PRESENCE [HERITAGE]

You share your ancestors' knack for playing tricks on the minds of others.

Prerequisites: Nonlawful alignment, Fey Heritage, character level 6th.

Benefit: You gain the following spell-like abilities, each usable once per day: *charm monster*, *deep slumber*, and *disguise self*.

Your caster level equals your character level.

FEY SKIN [HERITAGE]

Your fey heritage guards you against all weapons except those crafted from the dreaded cold iron.

Prerequisites: Nonlawful alignment, Fey Heritage.

Benefit: You gain damage reduction (overcome by cold iron) equal to 1 + the number of feats you have that list Fey Heritage as a prerequisite (including such feats that you take after gaining this one).

For example, if you have Fey Skin and Fey Presence, you would have damage reduction 3/cold iron.

This value stacks with any similar damage reduction you might have from your type, subtype, race, or class, but not from other sources, such as spells or magic items.

FIENDISH HERITAGE [HERITAGE]

You are descended from creatures native to the Lower Planes.

You share some of your ancestors' natural resistance to poison, and you are resistant to the magic of good foes.

Prerequisite: Nongood alignment.

Benefit: You gain a +4 bonus on Fortitude saving throws against poison.

You also gain a +1 bonus on saving throws against spells or other effects produced by good creatures.

FIENDISH LEGACY [HERITAGE]

The magical powers of your ancestors manifest in you.

Prerequisites: Nongood alignment, Fiendish Heritage, character level 9th.

Benefit: You gain the following spell-like abilities, each usable once per day: *teleport* (self plus 50 pounds of objects only), *summon monster V* (fiendish creatures only), and *unholy blight*.

Your caster level equals your character level.

FIENDISH POWER [HERITAGE]

Your fiendish heritage augments the power of certain types of magic.

Prerequisites: Nongood alignment, Fiendish Heritage.

Benefit: Your caster level and save DCs for evil spells and warlock invocations increase by 1.

FIENDISH PRESENCE [HERITAGE]

You share your ancestors' ability to tamper with the minds of weak-minded fools.

Prerequisites: Nongood alignment, Fiendish Heritage, character level 6th.

Benefit: You gain the following spell-like abilities, each usable once per day: *cause fear*, *detect thoughts*, and *suggestion*. Your caster level equals your character level.

FIENDISH RESISTANCE [HERITAGE]

Your bloodline inures you against corrosion and fire.

Prerequisites: Nongood alignment, Fiendish Heritage.

Benefit: You gain resistance to acid and fire equal to three times the number of feats you have that list Fiendish Heritage as a prerequisite (including such feats that you take after gaining this one).

These values stack with any resistance to acid or fire you might have from your type, subtype, race, or class, but not from other sources, such as spells or magic items.

FIERY BURST [RESERVE]

You channel your magical talent into a blast of fire.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a fire spell of 2nd level or higher available to cast, you can spend a standard action to create a 5-foot-radius burst of fire at a range of 30 feet. This burst deals 1d6 points of fire damage per level of the highest-level fire spell you have available to cast.

A successful Reflex save halves the damage.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting fire spells.

HASTY SPIRIT []

Your watchful spirit lends you a burst of speed in times of great need.

Prerequisite: Watchful spirit class feature (see the wu jen class in *Complete Arcane*).

Benefit: If you use an initiative reroll from your watchful spirit class feature, you can take an extra move action on one of your turns during that encounter. Also, you gain one extra initiative reroll from your watchful spirit class feature.

HURRICANE BREATH [RESERVE]

The power of elemental air you hold in your mind allows you to exhale the wind.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have an air spell of 2nd level or higher available to cast, you can attempt to knock a single creature within 30 feet back with a blast of wind.

This requires a standard action and functions much like a bull rush; roll 1d20 + the level of the highest-level air spell you have available to cast opposed by your opponent's Strength check.

If you succeed, you push the creature back 5 feet.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting air spells.

INSIGHTFUL DIVINATION []

Casting a divination spell grants you an uncanny insight into danger.

Prerequisite: Spell Focus (divination) or diviner level 1st.

Benefit: When you cast a divination spell, you gain an insight bonus equal to the spell's level + 1 on initiative checks and an equal insight bonus on the first save you make within the next 24 hours.

After you roll this saving throw, you lose the benefit of both bonuses until you cast another divination spell.

If you cast a second divination spell when the first benefit is still active, you choose whether to retain your existing bonus or take the new one granted by the second spell.

Special: A diviner can select this feat as a wizard bonus feat.

INVISIBLE NEEDLE [RESERVE]

You can create tiny darts of force.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a force spell of 3rd level or higher available to cast, you can use a standard action to hurl a tiny needle-shaped projectile created from pure force.

This attack requires a successful ranged attack roll (not a ranged touch attack), and the dart has a range of 5 feet per level of the force spell.

The needle deals 1d4 points of damage per level of the highest-level force spell you have available.

Because it is composed of force, the needle can strike incorporeal creatures.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

MAGIC DEVICE ATTUNEMENT []

You have a knack for activating familiar magic items.

Prerequisite: Use Magic Device 1 rank.

Benefit: If you successfully activate an item with the Use Magic Device skill, you can take a free action to attune yourself to the item.

For the next 24 hours, you can activate that item without making further Use Magic Device checks.

You can attune yourself to only one item at a time.

If you attune yourself to a second item, the previous attunement ends.

MAGIC DISRUPTION [RESERVE]

You can use your powers of abjuration to interfere with other casters' spells.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have an abjuration spell of 3rd level or higher available to cast, you can attempt to interrupt another character's spellcasting with a tiny burst of magic.

As an immediate action, you can force any character within 30 feet currently casting a spell to make a Concentration check (DC 15 + the level of the highest-level abjuration spell you have available to cast); if the check fails, the spell's save DC and caster level are reduced by 2 (to a minimum caster level of 1st).

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

MAGIC SENSITIVE [RESERVE]

You literally see the emanations of magic around you.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a divination spell of 3rd level or higher available to cast, you can sense magical auras (as if you had cast *detect magic*).

The range of your detection is equal to 5 feet per level of the highest-level divination spell you have available to cast. Activating or concentrating on this ability requires a standard action.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting divination spells.

MASTER OF UNDEATH []

You can control an undead that you create...for a time.

Prerequisite: Knowledge (religion) 5 ranks.

Benefit: When you create an undead creature, you can decide that it doesn't count against your normal limit of controlled undead creatures.

In this case, you still control the creature, but only for a number of days equal to your caster level.

When this duration ends, the undead immediately becomes hostile to you (though you can establish control over it by other means).

You can have only one creature of this kind at a time.

MELODIC CASTING []

You can weave your music and magic together into a single perfect voice.

Prerequisites: Perform 4 ranks, Spellcraft 4 ranks, bardic music class feature.

Benefit: Whenever a Concentration check would be required to cast a spell or use a spell-like ability (such as when you cast defensively or are distracted or injured while casting), you can make a Perform check instead.

In addition, you can cast spells and activate magic items by command word or spell completion while using a bardic music ability.

Bardic music abilities that require concentration still take a standard action to perform.

Normal: A bard can't cast spells or activate magic items by command word or spell completion while using bardic music.

METAMAGIC SCHOOL FOCUS []

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized.

Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat.

This feat can be taken more than once.

Each time you take it, it applies to a different school of magic.

METAMAGIC SPELL TRIGGER []

You can apply metamagic feats you know to spell effects from magic items you activate with a spell trigger.

Prerequisites: Any metamagic feat, Use Magic Device 15 ranks or Spellcraft 15 ranks.

Benefit: You can apply any one metamagic feat you know to a spell generated by a spell trigger item (such as a wand or staff) that you activate.

You expend one extra charge for each change in spell level a metamagic feat normally requires.

If the metamagic feat's level adjustment would normally increase the slot of the chosen spell's level above 9th, you can't apply the metamagic effect to the spell.

For example, you can't apply Quicken Spell to an *antimagic field* generated by a staff (since that would take a 10th-level spell slot to cast).

If sufficient charges aren't available in the item to power the application of metamagic feats (or if the item doesn't use charges), the item fails to activate and no charges are used, but the action used to activate the item is wasted.

METAMAGIC VIGOR [TACTICAL]

The energy you pour into increasing the power of your spells feeds back upon itself in an ever-increasing cycle.

Prerequisites: Two or more metamagic feats.

Benefit: The Metamagic Vigor feat allows the use of two tactical maneuvers.

Metamagic Intensity: If you cast spells affected by the same metamagic feat in 2 consecutive rounds, you gain a +1 bonus to the second spell's caster level.

Metamagic Versatility: If you cast spells affected by two different metamagic feats in 2 consecutive rounds, you gain a +1 bonus to the second spell's save DC.

Special: You can't benefit from both of these maneuvers (or either maneuver more than once) in a single round; if you are eligible to use both, choose the one you want.

Only actual metamagic feats allow this feat to function.

A metamagic spell effect produced by a *metamagic rod* or other magic item or external device does not qualify you to use this feat.

MINOR SHAPESHIFT [RESERVE]

Your mastery of shapeshifting magic allows you to reshape your flesh in small but significant ways.

Prerequisite: Ability to cast 4th-level spells.

Benefit: As long as you have a polymorph spell of 4th level or higher available to cast, you can spend a swift action to grant yourself one of the following benefits:

Might: +2 bonus on melee damage rolls.

Mobility: +2 competence bonus on Balance, Climb, Jump, and Swim checks.

Savagery: Primary claw attack dealing 1d6 points of damage (assuming Medium size).

Speed: +5-foot enhancement bonus to any one movement mode you already possess.

Vigor: Temporary hit points equal to your HD.

The chosen benefit lasts for a number of rounds equal to the level of the highest-level polymorph spell you have available to cast.

If you activate this feat a second time while a previous benefit is still in effect, the first benefit ends immediately.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting polymorph spells.

See page 91 for details on the new polymorph subschool of spells.

MYSTIC BACKLASH [RESERVE]

With a touch, your magic corrupts the spells of your enemy.

Prerequisite: Ability to cast 5th-level spells.

Benefit: As long as you have an abjuration spell of 5th level or higher available to cast, you can make another creature's spellcasting harmful to itself.

Use of this feat requires a melee touch attack that does not provoke attacks of opportunity.

As a standard action, with a successful touch you can infuse another creature with baneful magic for a number of rounds equal to the level of the highest-level abjuration spell you have available.

A successful Will save reduces this duration to 1 round.

For the duration of the effect, each time the target completes the casting of a spell, it takes damage equal to the level of the abjuration spell that determined the effect's duration.

Since the spell's casting has already been completed, this doesn't count as damage dealt during casting.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

PIERCING EVOCATION []

Your evocation spells ignore an amount of energy resistance.

Prerequisite: Spell Focus (evocation) or evoker level 1st.

Benefit: When you cast an evocation spell that deals energy damage (acid, cold, fire, electricity, or sonic), you can choose for 10 points of energy damage dealt by the spell to become untyped damage to which energy resistance and immunity do not apply.

If the spell deals multiple types of energy damage, you choose how much of each type is converted by this feat after rolling damage.

Special: An evoker can select this feat as a wizard bonus feat.

RANGED RECALL []

Your magical ranged attacks rarely miss.

Prerequisites: Spellcraft 4 ranks, Point Blank Shot, Weapon Focus (ranged spell).

Benefit: When you miss with a spell or spell-like ability ranged attack against a target within 30 feet, you can spend a swift action to reroll the attack with a –5 penalty.

You can use this ability three times per day.

RAPID METAMAGIC []

You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.

Prerequisites: Spellcraft 12 ranks, ability to spontaneously cast spells.

Benefit: When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

Normal: Spontaneous casters applying metamagic must either take a full-round action (if the spell normally requires a standard action or less) or add a full-round action to the casting time (if the spell takes 1 full round or longer to cast).

RESIDUAL MAGIC [TACTICAL]

You can use the lingering energy from a spell you cast to boost the effect of a later spell.

Prerequisites: Spellcraft 12 ranks, any metamagic feat.

Benefit: The Residual Magic feat allows the use of two tactical maneuvers.

Enduring Potency: If you cast a spell from your daily allotment of spells, then cast the same spell from a scroll or wand in the next round, you can treat the second casting as if it had come from your daily allotment of spells for the purpose of caster level, save DC, and any other effect of the spell.

For example, if Hennes the 10th-level sorcerer casts *magic missile*, then activates a *wand of magic missile* (caster level 5th) in the next round, he can treat the wand's *magic missile* as if he had cast it (giving him a greater range, number of missiles, and so forth).

Lingering Metamagic: If you cast a spell affected by one or more metamagic feats, and then cast the same spell in the next round, you can apply any one of the metamagic effects from the first casting to the second casting, but without any change to the spell's level.

The second spell doesn't count as being affected by a metamagic feat for the purpose of this benefit (that is, it doesn't entitle you to apply the metamagic feat to a spell you might cast in the following round).

Only spells you cast using your own metamagic feats (as opposed to metamagic effects from magic items) allow this option to function.

For example, if Hennes uses a 5th-level slot to cast an *empowered lightning bolt*, in the next round he can use a 3rd-level slot to cast another *empowered lightning bolt*.

If the first spell was a *silent empowered lightning bolt*, he could apply the effect of either *Silent Spell* or *Empower Spell* to the second casting of *lightning bolt*, but not both.

RETRIBUTIVE SPELL [METAMAGIC]

You can keep a spell in reserve to use when a foe causes you harm.

Benefit: When you cast a spell modified by this metamagic feat, the spell has no immediate effect. Any time you are dealt damage by a melee attack during the next 24 hours (or until you next prepare or ready your spells), you can choose to cast the spell on that attacker as an immediate action.

Once activated, a retributive spell disappears (it can only affect one attacker).

You can apply this feat only to a spell that targets a creature. A retributive spell can target only the attacker that triggered it, even if the spell would normally allow you to target multiple creatures.

You can have only one retributive spell cast at a time.

Casting a second retributive spell cancels the first (eliminating it with no effect).

If you prepare or ready spells while you have a retributive spell cast, the spell dissipates with no effect.

A retributive spell uses up a spell slot one level higher than the spell's actual level.

SHADOW VEIL [RESERVE]

You draw wisps of darkness across your enemy's eyes, obscuring the world around him.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a darkness spell of 2nd level or higher available to cast, you can obscure the vision of a subject within 30 feet as a standard action.

If the subject fails a Will save, it treats all other creatures and objects as though they had concealment and takes a -5 penalty on Spot checks for 1 round.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting darkness spells.

SICKENING GRASP [RESERVE]

You wreak havoc with the inner organs of a target, causing it to grow ill.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a necromancy spell of 3rd level or higher available to cast, any living creature you hit with a melee touch attack becomes sickened for a number of rounds equal to the level of the highest-level necromancy spell you have available to cast.

The subject can reduce this duration to 1 round with a successful Fortitude save.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting necromancy spells.

SOMATIC WEAPONRY []

You are adept at performing somatic spell components while your hands are occupied.

Prerequisites: Concentration 5 ranks, Spellcraft 5 ranks.

Benefit: When wielding a weapon (or holding an item of comparable size) in one or both hands, you can use that item to trace the somatic component of a spell, rather than using your fingers.

This allows you to cast spells with somatic components even while your hands are full or occupied, as long as at least one hand is holding an item of proper size.

This feat doesn't allow you to use somatic components while grappling, regardless of the size of your foe.

Normal: You must have a hand free to cast spells that have somatic components.

STORM BOLT [RESERVE]

The electrical energy contained within your magic rages inside you, begging to be released.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have an electricity spell of 3rd level or higher available to cast, you can fire a 20-foot line of electricity as a standard action.

This bolt deals 1d6 points of electricity damage per level of the highest-level electricity spell you have available to cast. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting electricity spells.

SUMMON ELEMENTAL [RESERVE]

You can channel the summoning power you hold to briefly bring forth an elemental servant.

Prerequisite: Ability to cast 4th-level spells.

Benefit: As long as you have a summoning spell of 4th level or higher available to cast, you can summon a Small elemental (air, earth, fire, or water; your choice) within a range of 30 feet.

The elemental acts as if summoned by a *summon monster* spell (PH 285).

The duration of the summoning is equal to 1 round per level of the highest-level conjuration (summoning) spell you have available to cast.

You can have only one summoned elemental from this feat at a time; if you use the ability a second time, the first elemental disappears.

Also, you must remain close to the elemental you summon. If at the end of your turn you are more than 30 feet from the elemental, it disappears.

If you have a conjuration (summoning) spell of 6th level or higher available to cast, you can summon a Medium elemental instead.

If you have a conjuration (summoning) spell of 8th level or higher available to cast, you can summon a Large elemental instead.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (summoning) spells.

SUNLIGHT EYES [RESERVE]

The bright magic within you allows you to see through the darkest shadow.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a light spell of 2nd level or higher available to cast, you can take a swift action to grant yourself the ability to see normally in any conditions of illumination (shadowy illumination, darkness, and magical shadow or darkness).

The range of this vision is 10 feet per level of the highest-level light spell you have available to cast, and the effect lasts for 1 round.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting light spells.

TOUCH OF DISTRACTION [RESERVE]

Your touch briefly clouds the mind of a foe, impeding its efforts.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have an enchantment spell of 3rd level or higher available to cast, you can cloud the mind of a creature within 30 feet as a standard action.

The target takes a –2 penalty on its next single attack roll or Reflex saving throw.

If the target makes no attacks or Reflex saves within a number of rounds equal to the level of the highest-level enchantment spell you have available to cast, the effect ends.

Multiple uses of this feat don't stack.

This is an enchantment (compulsion), mind-affecting effect.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting enchantment spells.

TOUGHENING TRANSMUTATION []

Casting a transmutation spell briefly transforms your skin or that of an ally into sterner stuff.

Prerequisite: Spell Focus (transmutation) or transmuter level 1st.

Benefit: Whenever you cast a transmutation spell, you can choose to grant yourself or any one creature targeted by the spell damage reduction 5/magic.

If the creature already has damage reduction (of any type) from another source, you increase that damage reduction by 5 instead.

This effect lasts for 1 round.

Special: A transmuter can select this feat as a wizard bonus feat.

UNSETTLING ENCHANTMENT []

Your enchantment spells cloud the minds of even those who would otherwise resist their effects.

Prerequisite: Spell Focus (enchantment) or enchanter level 1st.

Benefit: Any foe required to save against an enchantment spell you cast takes a –2 penalty on attack rolls and to AC for 1 round, regardless of the result of the save.

This is a mind-affecting effect.

Special: An enchanter can select this feat as a wizard bonus feat.

VENGEFUL SPIRIT []

Your watchful spirit takes revenge on foes that have harmed you.

Prerequisite: Watchful spirit class feature (see the wu jen class in *Complete Arcane*).

Benefit: If you use an initiative reroll from your watchful spirit class feature, the first creature to deal damage to you in the encounter immediately takes half the damage it dealt to you.

This damage is untyped, so damage reduction and resistance or immunity does not apply.

Also, you gain one extra initiative reroll from your watchful spirit class feature.

WIND-GUIDED ARROWS [RESERVE]

Your mastery of the wind allows you to alter the flight of a ranged weapon.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have an air spell of 3rd level or higher available to cast, you can spend an immediate action to alter slightly the course of an arrow, crossbow bolt, spear, or other ranged weapon already in flight.

You can't change the weapon's target, but you can apply a +2 bonus or –2 penalty on its attack roll.

You and the target can be no farther apart than 10 feet per level of the highest-level air spell you have available, since the guidance occurs at the end of the weapon's flight.

This feat works only on thrown or projectile weapons; it can't affect spells, powers, energy attacks, or the like.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting air spells.

WINTER'S BLAST [RESERVE]

The frozen magic within you can burst forth in a hail of frost.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a cold spell of 2nd level or higher available to cast, you can create a 15-foot cone-shaped burst of cold.

This cone deals 1d4 points of cold damage per level of the highest-level cold spell you have available to cast.

A successful Reflex save halves the damage.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting cold spells.

COMPLETE PSIONIC (3.5)

EPIC FEATS

AUTOMATIC QUICKEN POWER [METAPSIONIC]

You can manifest any of your lesser powers with a moment's thought.

Prerequisites: Quicken Power, Psicraft 30 ranks, ability to manifest 9th-level powers.

Benefit: You can manifest all 1st-level powers as quickened powers without expending your psionic focus (though you must be psionically focused).

The normal limit to the number of quickened powers you can manifest per round applies.

Powers with a manifesting time of more than 1 round can't be quickened.

You still must pay the requisite number of extra power points to manifest these quickened powers.

Special: You can gain this feat multiple times.

Each time you take it, the powers of your next level can be quickened without the expenditure of your psionic focus. Thus, a psion who took this feat twice could quicken his 1st-level and 2nd-level powers with no expenditure of psionic focus.

This feat doesn't decrease the manifesting time for powers that normally require a full-round action to manifest in metamagic form.

EPIC POWER PENETRATION [PSIONIC]

Your powers are tremendously potent, overcoming power resistance with ease.

Prerequisite: Greater Power Penetration, Power Penetration.

Benefit: You gain a +2 bonus on manifester level checks made to overcome a creature's power resistance. This bonus stacks with the bonuses from Power Penetration and Greater Power Penetration.

EPIC PSIONIC ENDOWMENT [PSIONIC]

You can endow your manifestations with epic locus.

Prerequisites: Greater Psionic Endowment, Psionic Endowment, ability to manifest at least one 9th-level power.

Benefit: You can expend your psionic focus and add 1 to the save DC of a power you manifest. This bonus stacks with the bonuses from Psionic Endowment and Greater Psionic Endowment.

IMPROVED COMBAT MANIFESTATION [PSIONIC]

You heighten your ability to manifest powers while threatened without fear of being attacked.

Prerequisites: Combat Manifestation, Concentration 25 ranks.

Benefit: You gain a bonus equal to one-half your manifester level on Concentration checks made to manifest a power, use a psi-like ability, or achieve psionic focus while on the defensive or while you are grappling or pinned.

IMPROVED OVERCHANNEL [PSIONIC]

You burn your life force without limit to strengthen your powers.

Prerequisite: Overchannel, Psicraft 25 ranks.

Benefit: While manifesting a power, you can increase your effective manifester level to a value up to twice your actual manifester level, but in doing so, you pay a price. For each level you increase your effective manifester level above your actual manifester level, you take 2d8 points of damage.

For example, a 23rd-level psion could increase his effective manifester level to 30th to manifest a particular power. However, as a result of the seven-level increase, he would take 14d8 points of damage.

The effective change in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

GENERAL FEATS

DORJE MASTERY []

Psionic dorjes are more potent in your hands.

Prerequisites: Craft Dorje, manifester level 9th.

Benefit: When you use a dorje, the power manifested is treated as if it were augmented by 4 additional power points.

If the power cannot be augmented, then the DC of saving throws against the dorje's effect is increased by 2.

DUAL DORJE []

You can fight with two dorjes at the same time.

Prerequisites: Craft Dorje, Two-Weapon Fighting.

Benefit: As a full-round action, you can wield and activate a dorje in each hand (if you have both hands free), with one designated as your primary dorje and the other as your secondary dorje.

Each use of the secondary dorje expends 2 charges instead of 1.

HOSTILE MIND, IMPROVED []

You have mental defenses erected against telepathic attacks.

Prerequisites: Cha 15, Hostile Mind.

Benefit: Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of 10 + 1/2 your character level + your Cha modifier, and takes an additional 2d6 points of damage, plus 2d6 points from your Hostile Mind feat, for a total of 4d6 points of damage.

The benefit of this feat applies only to psionic powers and psi-like abilities.

This is an exception to the psionics-magic transparency rule (EPH 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve).

PSIONIC MASTERY []

You are quick and certain in your efforts to defeat the psionic defenses and powers of others.

Prerequisite: Ability to manifest psionic powers or use psi-like abilities.

Benefits: You can take 10 on manifester level checks (as if the manifester level check were a skill check).

HOST FEATS

AGGRESSIVE MIND [HOST]

The psionic entity you host gives you access to psi-like abilities capable of disrupting the mind of your enemy.

Benefit: A psionic entity takes up residence within your flesh.

The entity grants you the following psi-like ability:

Psi-Like Ability: 1/day—*mind thrust* or *psionic daze*.

Manifester level 1/2 your HD; save DC 11 + your Cha, Int, or Wis modifier.

Special: You can use one or the other or your entity-granted psi-like abilities once per day—you can't use both.

Once you use one, you can't use the other for the rest of the day.

ANTAGONIST [HOST]

The psionic entity you host seeks to cause damage and mayhem, and you have powers to further that end.

Benefit: A psionic entity takes up residence within your flesh.

The entity grants you the following psi-like ability:

Psi-Like Ability: 1/day—*energy ray* or *crystal shard*.

Manifester level 1/2 your HD; save DC 11 + your Cha, Int, or Wis modifier.

Special: You can use one or the other of your entity-granted psi-like abilities once per day—you can't use both.

Once you use one, you can't use the other for the rest of the day.

DEFENSIVE SHELL [HOST]

The psionic entity living in your mind enables you to better resist attacks.

Benefit: A psionic entity takes up residence within your flesh.

The entity grants you the following psi-like ability:

Psi-Like Ability: 1/day—*force screen* or *empty mind*.

Manifester level 1/2 your HD; save DC 11 + your Cha, Int, or Wis modifier.

Special: You can use one or the other of your entity-granted psi-like abilities once per day—you can't use both.

Once you use one, you can't use the other for the rest of the day.

HOST FOCUS [HOST]

You can use a psi-like ability granted by a host feat an extra time each day.

Prerequisite: Any other host feat.

Benefit: You can use one of the two psi-like abilities granted by your host feat one extra time each day.

For example, if you have the Telepathic Affinity feat, which grants access to the *mindlink* or *detect psionics* psi-like abilities, you can use *mindlink* twice, *detect psionics* twice, or both *mindlink* and *detect psionics* in a single day.

Normal: You can use one of two psi-like abilities once per day.

PACIFIST [HOST]

You host a psionic entity that dislikes combat and provides you psi-like abilities to help you avoid a fight.

Benefit: A psionic entity takes up residence within your flesh.

The entity grants you the following psi-like ability:

Psi-Like Ability: 1/day—*deaden blow* (see page 82) or *entangling ectoplasm*.

Manifester level 1/2 your HD; save DC 11 + your Cha, Int, or Wis modifier.

Special: You can use one or the other of your entity-granted psi-like abilities once per day—you can't use both. Once you use one, you can't use the other for the rest of the day.

SPIRITUAL FORCE [HOST]

Your mind blade is an expression of your inner spirit.

Your forceful personality allows you to deal more damage with your blade.

Prerequisites: Any other host feat, mind blade class feature.

Benefit: You can expend your psionic focus to add your Charisma bonus (if any) to the damage you deal with your mind blade.

This effect lasts for 1 round.

STRENGTH OF TWO [HOST]

As the host of a formless psionic entity, you possess immense willpower.

Prerequisite: Any other host feat.

Benefit: As long as you are psionically focused and possess at least 1 power point, you receive a +1 insight bonus on Will saves.

As an immediate action, you can expend your psionic focus and spend 1 power point to improve this insight bonus to +5 for 1 round.

TELEPATHIC AFFINITY [HOST]

The entity you host gives you the ability to better communicate with other creatures.

Benefit: A psionic entity takes up residence within your flesh.

The entity grants you the following psi-like ability:

Psi-Like Ability: 1/day—*mindlink* or *detect psionics*.

Manifester level 1/2 your HD; save DC 11 + your Cha, Int, or Wis modifier.

Special: You can use one or the other of your entity-granted psi-like abilities once per day—you can't use both. Once you use one, you can't use the other for the rest of the day.

ILLITHID HERITAGE FEATS

ILLITHID BLAST []

You can convert your psionic energy into a *mind blast*.

Prerequisites: Illithid Heritage, two other illithid feats, manifester level 5th.

Benefit: Once per day as a standard action that requires the expenditure of your psionic focus, you can channel power points into a *mind blast*, which is a psi-like attack in a 15-foot cone.

Anyone caught in the cone must succeed on a Will save (DC 10 + 1/2 your HD + your Cha modifier) or be stunned for 1d4 rounds.

ILLITHID COMPULSION []

You can call upon your heritage and enhance your ability to manipulate the minds of other creatures.

Prerequisite: Illithid Heritage.

Benefit: Your manifest level for compulsion powers increases by one.

You also add 1 to the save DCs of all psionic powers you manifest that have the compulsion descriptor.

ILLITHID ENTHUSIAST []

When you manipulate the minds of other creatures, you are heartened and emboldened by your success.

Prerequisite: Illithid Heritage.

Benefit: After you successfully affect a foe with a compulsion power, you gain a morale bonus equal to one-half the number of power points spent on the power on the next Concentration, Knowledge (Psionics), Psicraft, or Sense Motive check you make before the end of the next round.

ILLITHID EXTRACTION []

Your acceptance of your illithid heritage is so encompassing that you have learned how to extract the brain of a helpless victim.

Prerequisites: Illithid Heritage, Illithid Grapple (4).

Benefit: You have fully embraced your illithid heritage and have developed a taste for the brains of other living creatures.

You can extract the brain of a helpless or stunned victim once you have established a hold on its head with all four of your tentacles.

You must begin your turn with all four tentacles attached. As a full-round action that provokes attacks of opportunity, you must then make a grapple check.

If your grapple check is successful, your victim takes 2d4 points of Intelligence damage and grants you a number of temporary power points equal to the amount of Intelligence damage you deal.

Any creature reduced to Intelligence 0 by this attack is instantly slain.

Temporary power points gained with this feat last for 1 hour, and power points granted by this feat do not stack with each other.

This ability is useless against constructs, elementals, oozes, plants, and undead.

It is not instantly fatal to opponents with multiple heads, such as ettins and hydras.

ILLITHID GRAPPLE []

You embrace more of your illithid heritage, and grow at least one long purplish tentacle that you can reveal and unfurl when you open your mouth.

Prerequisites: Illithid Heritage one other illithid feat.

Benefit: You gain a natural tentacle attack.

If you can use weapons, you retain that ability, as well as any other natural weapons you have, if you are fighting without weapons, you can use your tentacle or another natural weapon as a primary attack.

If you are armed with a weapon, you can use your tentacle or your weapon as a primary attack.

If you make a full attack, you can use the weapon as your primary attack along with your tentacle as a natural secondary attack.

The tentacle does not improve your natural reach.

Your tentacle deals 1d4 points of damage, and you can use your Dexterity modifier in place of your Strength modifier on attacks with your tentacle if you have the Weapon Finesse feat.

Additionally, you gain the improved grab special ability that you can use only with your tentacle, allowing you to

initiate a grapple as a free action, without provoking attacks of opportunity, each time you hit with a tentacle attack.

You can only attempt to grapple creatures within one size category of you with your tentacle.

Special: You can take this feat up to four times.

Each time you do so, you gain an additional tentacle.

Once you have gained all four tentacles, the lower half of your face transforms to resemble that of an illithid.

As a lull-round action, you can give up any other attacks you have to attack with as many tentacles you possess, as described above, and can attempt to initiate a separate grapple with each tentacle as a free action.

You do not gain cumulative bonuses for each tentacle already attached (as an illithid would).

ILLITHID HERITAGE []

Somewhere in the depths of time, your bloodline was polluted with illithid influence.

Recognizing this taint but deciding to make the best of it, you have decided to embrace your connection with your illithid bloodline for the power it can offer you.

Prerequisite: Power point reserve of 1 or more.

Benefit: You gain Intimidate as a class skill.

In addition, you gain a bonus on saving throws against spells, powers, spell-like abilities, and psi-like abilities.

This bonus is equal to one-half the number of illithid feats you have, including this one (round down, minimum 1)

ILLITHID LEGACY []

You have realized greater psionic power through your illithid heritage.

Prerequisites: Illithid Heritage, one other illithid feat, manifester level 3rd.

Benefit: You know more powers because of the illithid heritage you possess.

Add *psionic charm* and *read thoughts* to your list of powers known.

ILLITHID LEGACY, GREATER []

Your knowledge of psionic power has grown even further due to your illithid heritage.

Prerequisites: Illithid Legacy any one other illithid feat, manifester level 7th.

Benefit: You know more powers because of your illithid heritage.

Add *dispel psionics* and *psionic dominate* to your list of powers known.

ILLITHID SKIN []

Your skin takes on the glistening, rubbery, green-mauve consistency of your illithid parentage.

Prerequisite: Illithid Heritage.

Benefit: Your natural armor bonus increases by 1.

Special: You can take this feat up to three times.

Each time, your natural armor bonus increases by another 1.

METAPSIONIC FEATS

KNOCKDOWN POWER [METAPSIONIC]

You can manifest powers that knock creatures off their feet.
Benefit: To use this feat, you must expend your psionic focus.

Knockdown Power knocks any creature caught in its area prone if the target fails its saving throw to avoid any or all of the damage of the power.

It can only be applied to powers that allow Reflex saves and affect an area (a cone, line, burst, and so on).

Powers that do not allow saving throws gain no advantage if they are made into knockdown powers.

Creatures with evasion are knocked prone if they fail their Reflex saves (creatures with improved evasion are not knocked down if they fail their saves).

Flying creatures affected by a knockdown power that fail their saving throws are forced down 10 feet.

For example, if a creature makes its saving throw against a knockdown energy cone but still takes half damage, it is not knocked prone.

If it fails its save and takes full damage, it is knocked prone. Using this feat increases the power point cost by the power by 2.

The power's total cost cannot exceed your manifester level.

LINKED POWER [METAPSIONIC]

You can link a power to the power you manifest in this round so that it goes off next round.

Benefit: To use this feat, you must expend your psionic focus.

Manifesting a power altered by this feat means that you must choose two powers—one you intend to manifest in this round, and one you intend to manifest in the next round.

The power that is manifested in this round is not altered in any way, nor is the linked power that goes off in the next round—however, you do not need to spend any of your actions or power points next round to manifest the linked power.

The linked power is automatically targeted on the same area or target as the power you manifest in this round (if the power you manifest this round has no area or target, choose an area or target in this round for the linked power to affect in the next round).

If the same creature is targeted by both powers, the target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each.

In some cases, such as a *psionic charm* followed by a linked *psionic charm*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

It is possible that by the time the linked power comes into effect on the following round, the area where it goes off or the target that it affects no longer has relevance.

On the other hand, you are free on the subsequent round to take actions normally.

Using this feat increases the power point cost of the power manifested this round by a number equal to the power point cost of the linked power.

Thus if you manifest *energy stun* (3 power points) and *energy burst* (5 power points) as the linked power, the metapsionic cost is 8.

The total of power points you spend in this manner cannot exceed your manifester level.

METAPOWERS [METAPSIONIC]

You can permanently modify a psionic power you know with a metapsionic feat.

Prerequisites: Ability to manifest psionic powers, any other metapsionic feat.

Benefit: You choose one power known to you to become permanently modified by one metapsionic feat you know. The cost of modifying your chosen power with metapsionic feats is reduced by 2 power points (to a minimum extra cost of 0 power points).

When you manifest the modified power with that metapsionic feat, you must still obey any restrictions of that feat (for example, expending your psionic focus).

Once a metapower is created by taking this feat, it cannot be changed.

The metapower can be used normally with other metapsionic feats you know.

Special: You can gain this feat multiple times.

Each time you do, you choose a power—either one you have already modified or another power you know—and reduce the metapsionic feat cost of that power by 2 power points for a different specific metapsionic feat.

PARAELEMENTAL POWER [METAPSIONIC]

When using a power that allows you to choose a type of energy, you have a wider range of possible choices owing to your ability to mix energy with matter.

Prerequisite: Privileged Energy.

Benefit: When you take this feat, you must choose the energy type you selected with your Privileged Energy feat.

To use this feat, you must expend your psionic focus.

Upon manifesting a damaging energy power that matches your choice of energy, you can access paraelemental energy to further enhance your energy power with ice (cold), magma (fire), ooze (electricity), or smoke (sonic).

The paraelemental power still possesses its underlying energy descriptor.

Targets damaged by paraelemental powers might be affected by the additional effects noted below, in the case of an energy power that requires a saving throw, targets are only subject to these additional effects on a failed save.

A successful save against the energy power negates the paraelemental effect.

In the case of an energy power that normally does not allow a saving throw (such as *energy ray*), a target of a paraelemental power can attempt a Fortitude save at the power's DC to negate only the extra effect.

Ice: As cold energy, but also limits affected foes to a single move action or standard action (not both) for 1 round as they attempt to free themselves from ice.

The power is considered to be in effect during this time and can be dispelled normally.

Magma: As fire energy, but also deals an additional 2d6 points of fire damage on the round following the attack from lingering magma.

The power is considered to be in effect during this time and can be dispelled normally.

Ooze: As electricity energy, but the target is also covered in goo and becomes entangled for 1 round, after which the goo evaporates.

The power is considered to be in effect during this time and can be dispelled normally.

Smoke: As sonic, but targets that breathe spend the following round coughing, and so are limited to a single move action or standard action (not both) for 1 round.

The power is considered to be in effect during this time and can be dispelled normally.

Using this feat increases the power point cost of the power by 2.

The power's total cost cannot exceed your manifester level.

Special: You can gain this feat multiple times.

Each time you take this feat, choose another energy type (cold, electricity, fire, or sonic) that you have also selected with the Privileged Energy feat.

You can now manifest that power with the matching paraelemental effect described above.

PHRENIC LEECH [METAPSIONIC]

Psionic toes damaged by your power are also mentally drained.

Benefit: You must expend your psionic focus to use this feat.

This metapsionic alteration can be used with any power that targets a single individual and requires a saving throw to avoid some or all of the power's effect.

If the subject fails its saving throw to avoid the phrenic leeching power's effect, it loses 1d6 power points.

You gain 1 power point from the drain.

If you already possess full power points, the power points drained from the target are lost.

Using this feat increases the power point cost of the power by 2.

The power's total cost cannot exceed your manifester level.

STYGIAN POWER [METAPSIONIC]

Psionic powers you manifest that utilize negative energy are branded with an imprint of fear.

Prerequisites: Stygian Archon, know two powers that utilize negative energy.

Benefit: To use this feat, you must expend your psionic focus.

You can alter a stygian power that deals negative levels to foes so that any living creature that gains a negative level as a result of the power also becomes shaken for 1 minute.

The target of a stygian power can attempt a Will save at the power's save DC (even if it doesn't normally allow a save) to resist this effect.

This is a mind-affecting fear ability.

Creatures immune to fear are not immune to the primary effect of the power, but they are immune to the shaken effect.

Using this feat increases the power point cost of the power by 2.

The power's total cost cannot exceed your manifester level.

TRANSDIMENSIONAL POWER [METAPSIONIC]

You can manifest powers that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the power's area.

Benefit: You must expend your psionic focus to manifest a transdimensional power.

A transdimensional power has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the power's area.

This includes ethereal creatures, creatures that are blinking or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick*, *portable hole*, or other portable extradimensional space.

You must be able to perceive a creature to target it with a transdimensional power, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

Using this feat does not increase the power point cost of the power.

Normal: Only force effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space.

There is a 50% chance that any power other than a force effect fails against an incorporeal creature.

PSIONIC FEATS

DAZZLING ENERGY [PSIONIC]

Your facility with energy is such that enemies are shaken by your prowess.

Prerequisites: Know *energy missile* power, Privileged Energy.

Benefit: When you manifest an energy power that specifies a single target in conjunction with your chosen energy (cold, electricity, fire, or sonic), the discharge of that energy is enhanced with a spectacular secondary visual or auditory display.

The foe that you strike with the energy power is dazzled for 1 minute.

A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

Sightless creatures are unaffected.

DEEP VISION [PSIONIC]

Your mental focus helps you see farther with darkvision.

Prerequisite: Darkvision.

Benefit: While you are psionically focused, the effective distance of your natural darkvision increases by 30 feet.

Special: This feat affects only permanent darkvision gained as part of a creature's race, type, or class, not from impermanent effects such as the *darkvision* spell or *goggles of night*.

DIRE FLAIL MIND BLADE [PSIONIC]

When you reshape your mind blade, you can change it into an exotic weapon: a dire flail.

Prerequisites: Ability to generate a mind blade, shape mind blade class feature.

Benefit: Any time you wish to reshape your mind blade using your shape mind blade class feature, you can add the dire flail to your shape repertoire.
You are proficient with your dire flail mind blade—you are treated as if you possess the feat Exotic Weapon Proficiency (dire flail mind blade).
The weapon is sized appropriately for you and deals damage as a dire flail.

DIRE STUN [PSIONIC]

When you choose to stun your foe with your lurk augment ability, your foe might be stunned for a long time.

Prerequisites: Lurk augment class feature (page 14), Extra Lurk Augment.

Benefit: When you use a lurk augment to deal a stunning strike, the save DC against the stun is increased by 2, and the stun duration is increased by 1 round.

DON MANTLE [PSIONIC]

You gain the granted ability of a mantle you have tapped.

Prerequisite: Tap Mantle.

Benefit: You gain the granted ability of a mantle you have accessed using the Tap Mantle feat.

Special: You can gain this feat multiple times.
Each time you do, you choose a new mantle you have tapped with the Tap Mantle feat.

DROMITE BARRIER [PSIONIC, RACIAL]

You can convert uses of your energy ray psi-like ability into walls of energy.

Prerequisites: Dromite, Dromite Ray, 3 HD.

Benefit: You can use one (or more) of your *energy ray* uses for the day to create a wall of energy of your chosen energy type.

When you use this ability in conjunction with triggering *energy ray* as a psi-like ability, you create a 10-foot-by-10-foot vertical plane of energy.

The opaque wall's near endpoint begins at any corner of your space and extends in a straight line 10 feet long (or as long as space permits, if the area is smaller).

The wall lasts for 1d4 rounds.

Any creature passing through the wall takes damage equal to the damage your *energy ray* psi-like ability would normally deal.

If you create a wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Either way, a successful Reflex save halves this damage (DC $10 + 1/2$ your HD + your Con modifier).

DROMITE RAY [PSIONIC, RACIAL]

You can use your *energy ray* psi-like ability more often.

Prerequisite: Dromite.

Benefit: You can use the *energy ray* granted by your dromite heritage two more times per day.

Normal: A dromite's *energy ray* can only be used once per day.

Special: You can take this feat multiple times.
Each time you take it, you gain two additional daily uses of your *energy ray* psi-like ability.

DUERGAR EXPANSION [PSIONIC, RACIAL]

You can use your expansion psi-like ability more often.

Prerequisites: Duergar, expansion psi-like ability.

Benefit: You can use the *expansion* psi-like ability granted by your duergar heritage a total of three times per day.

Normal: A duergar's *expansion* psi-like ability can only be used once per day.

Special: You can gain this feat multiple times.
Each time you take the feat, you gain two additional daily uses of your *expansion* ability.

DUERGAR INVISIBILITY [PSIONIC, RACIAL]

You can use your *invisibility* psi-like ability more often.

Prerequisites: Duergar, *invisibility* psi-like ability.

Benefit: You can use the *invisibility* psi-like ability granted by your duergar heritage a total of three times per day.

Normal: A duergar's *invisibility* psi-like ability can only be used once per day.

Special: You can gain this feat multiple times.
Each time you take the feat, you gain two additional daily uses of your *invisibility* ability.

DWARVEN URGROSH MIND BLADE [PSIONIC]

When you reshape your mind blade, you can change it into an exotic weapon: a dwarven urgosh.

Prerequisites: Ability to generate a mind blade, shape mind blade class feature.

Benefit: Any time you wish to reshape your mind blade using your shape mind blade class feature, you can add the dwarven urgosh to your shape repertoire.

You are proficient with your dwarven urgosh mind blade—you are treated as if you possess the feat Exotic Weapon Proficiency (dwarven urgosh mind blade).

The weapon is sized appropriately for you and deals damage as a dwarven urgosh.

ECTOPIC FORM [PSIONIC]

This feat allows you to create astral constructs with distinct appearances and specialties.

Prerequisite: Know *astral construct* power.

Benefit: The astral constructs you create using this feat vary in appearance and talents.

Special: You can gain Ectopic Form multiple times.
Each time you take the feat, it applies to a new form of astral construct.

You can only apply one of the following feats to each astral construct you create.

When you use this feat, refer to the preconstructed astral constructs of particular kinds on pages 121–128.

ECTOPIC FORM (AGILE LOPER) []

Astral constructs you create with this form take on a distinctive quadruped appearance.

They are quicker and more agile than normal.

Benefit: When you create an astral construct using this form, you imbue it with +4 bonus on initiative checks and a +20-foot increase to its base speed.

An agile looper construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power.

Agile lopers appear as sleek, centaur-like quadrupeds with pale fur, humanoid torsos, and black, ram-like horns on their foreheads.

ECTOPIC FORM (ALABASTER AERIAL) []

Astral constructs you create with this form take on a distinctive humanoid appearance, but possessing wings instead of arms.

They are natural fliers.

Benefit: When you create an astral construct using this form, you shape its arms into wings and give its feet a distinctive hand-like appearance.

The addition of wings grants your alabaster aerial a fly speed of 20 feet (average).

An alabaster aerial of at least 4th level has a fly speed of 30 feet (average), and an alabaster aerial of at least 7th level has a fly speed of 40 feet (average).

An alabaster aerial construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power.

Alabaster aerials appear as silvery-white humanoids with wings for arms and large hands on the ends of their legs, rather than feet.

They use their wings for flight and their feet for pummeling opponents.

ECTOPIC FORM (AMBER TUNNELER) []

Astral constructs you create with this form take on a distinctive many-legged form, with short, strong legs.

Benefit: When you create an astral construct using this form, you give it short, powerful legs that can be used for digging in the ground at great speed.

The creature is a natural tunneler, having a burrow speed equal to its base land speed.

An amber tunneler construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power.

Amber tunnelers appear as amber-colored, many-legged, bug-like burrowers that are wide and low to the ground, possessing powerful legs for digging or attacking.

ECTOPIC FORM (ANATHEMIC CARAPACE) []

Astral constructs you create with this form take on a distinctive bug-like appearance, and harbor a retributive energy that is unleashed if they are destroyed.

Additional Prerequisite: Ectopic Form (any form).

Benefit: When you create an astral construct using this form, you imbue it with latent energy that is unleashed in a destructive burst when the construct is destroyed, dealing up to 1d6 points of damage plus an extra 1d6 points for every Hit Die of the construct to every adjacent creature (Reflex half; DC 10 + 1/2 construct's HD).

You can choose to detonate an anathemic carapace construct as a standard action if you have unobstructed line of sight to your creation.

Each round, starting in the round after it appears, the damage of an anathemic carapace's burst reduces by 1d6 points.

An anathemic carapace construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power.

Anathemic carapaces appear as oversized, red scarabs, eyes blazing with the destructive power they contain.

ECTOPIC FORM (ASTRAL AQUAN) []

Astral constructs you create with this form take on a distinctive eel-like appearance, with a pair of long tentacles protruding from its mouth.

They are natural swimmers.

Benefit: When you create an astral construct using this form, you shape it into an eel with two tentacles protruding from its mouth.

The construct is imbued with a swim speed of 60 feet.

An astral aquan construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power.

Astral aquans appear as silvery-blue eels with two long tentacles protruding from their mouths.

They use these tentacles for pummeling opponents.

ECTOPIC FORM (EBONY STINGER) []

Astral constructs you create with this form take on a distinctive spider-like appearance, with a large hooked tail tipped with a wickedly barbed stinger.

Additional Prerequisite: Ectopic Form (any form).

Benefit: When you create an astral construct using this form, you shape a large hooked tail tipped with a barbed stinger.

Each of the creature's attacks is made with this tail, which does piercing damage rather than bludgeoning damage.

In addition, an ebony stinger's attacks deal 1 point of Constitution damage in addition to their normal damage (Fortitude negates; DC 10 + 1/2 construct's HD).

Creatures immune to poison are likewise immune to this effect.

An ebony stinger construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power.

Ebony stingers appear as shiny black spiders with a hooked tail that is tipped with a wicked barb, capable of delivering a minor poison.

ECTOPIC FORM (EMERALD GYRE) []

Astral constructs you create with this form take on a distinctive ape-like appearance, with the exception of a third arm-like limb that grows out of the middle of the back.

Benefit: When you create an astral construct using this form, you shape a third arm in the middle of the creature's back that is used to assist in grabbing opponents, granting the construct the improved grab menu B ability (EPH 186).

An emerald gyre construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power.

An emerald gyre appears as a green humanoid (size depends on the level of construct) that possesses a third arm growing from the middle of its back.

ECTOPIC FORM (IRIDESCENT SERPENT) []

Astral constructs you create with this form take on a distinctive serpentine appearance and possess an energetic quality that can change from construct to construct.

Benefit: When you create an astral construct using this form, you imbue it with a form of energy of your choice (acid, cold, electricity, or fire).

The construct gains resistance 10 to the chosen energy type.

An iridescent serpent construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power.

They appear as serpents with a clubbed tail that delivers a blow enhanced by a chosen energy type.

ELAN REPLETION, ENHANCED [PSIONIC, RACIAL]

As an elan, you can sustain yourself with repletion longer than other members of your race.

Prerequisite: Elan.

Benefit: You never need to eat or drink again, and instead you rely entirely on your psionic metabolism to provide optimum nutrition and hydration.

Normal: A typical elan can sustain himself without food or water for 24 hours if he spends 1 power point.

ELAN RESILIENCE, ENHANCED [PSIONIC, RACIAL]

As an elan, you can prevent greater amounts of damage than other members of your race.

Prerequisite: Elan.

Benefit: As an immediate action, you can reduce the damage you are about to take by 4 points for every 1 power point spent.

Normal: A typical elan can reduce damage he is about to take by 2 points for every 1 power point spent.

ELAN RESISTANCE, ENHANCED [PSIONIC, RACIAL]

As an elan, you can resist harmful effects more readily than other members of your race.

Prerequisite: Elan.

ELEMENTAL STEWARDS AS ENVOYS

The special abilities of an elemental envoy advance in a way similar to that of a psicrystal. As you increase in level, your elemental envoy gains a bonus to its natural armor, its Charisma score (which affects the save DCs of its psi-like abilities), and the manifester level for its psi-like abilities. Special abilities on the table refer to the psicrystal special abilities of the same name (EPH 22).

Manifester Level	Natural Armor Adj.	Cha Adj.	ML Adj.	Special
1st–2nd	+0	+0	+0	Alertness, improved evasion, share powers, telepathic link

ENERGIZE ARMOR [PSIONIC]

You can charge your armor with psionic energy, making it resistant to energy damage.

Prerequisite: Invest Armor.

Benefit: You can expend your psionic focus to infuse your armor with psychic energy.

Benefit: As an immediate action, you can spend 1 power point to gain a +6 racial bonus on saving throws until the beginning of your next turn.

Normal: A typical elan gains a –4 racial bonus on saving throws until the beginning of his next turn.

ELAN RETAINMENT [PSIONIC, RACIAL]

You can use your psionic metabolism to aid your ability to retain your psionic focus when you would otherwise expend it.

Prerequisites: Elan, 3 HD.

Benefit: Once per day as an immediate action, you can spend 3 power points to maintain your psionic focus, even if you have just taken an action that would normally expend it.

ELEMENTAL ENVOY [PSIONIC]

This feat allows you to acquire an elemental steward: an emberling (fire), a geodite (sonic), an arctine (cold), or a tempestan (electricity).

This elemental steward acts as an envoy in place of a psicrystal.

This envoy remains with you for an indefinite period of time, until dismissed or destroyed.

(Elemental stewards are described in Chapter 5, starting on page 130).

Prerequisites: Knowledge (the planes) 1 rank, Psicrystal Affinity.

Benefit: When you are able to acquire a new psicrystal, you can select an elemental steward instead.

The type of steward—emberling (fire), geodite (sonic), arctine (cold), or tempestan (electricity)—depends on your preference, unless you have the Privileged Energy feat, in which case the steward must match the energy type.

As you advance in power, your elemental steward also increases in power; see the Elemental Stewards as Envoys sidebar.

Special: You cannot simultaneously possess both a psicrystal and an elemental envoy.

Manifester Level	Natural Armor Adj.	Cha Adj.	ML Adj.	Special
3rd–4th	+1	+1	+0	—
5th–6th	+2	+2	+1	Deliver touch powers
7th–8th	+3	+3	+2	Telepathy 100 ft.
9th–10th	+4	+4	+3	—
11th–12th	+5	+5	+4	Power resistance
13th–14th	+6	+6	+5	—
15th–16th	+7	+7	+6	Channel power
17th–18th	+8	+8	+7	—
19th–20th	+9	+9	+8	—

This gives you resistance 10 against the next attack or effect with an energy descriptor that affects you.

Using this feat is an immediate action (it can be used on another creature's turn) in reaction to being affected by a spell, effect, or attack that deals energy damage and does not provoke attacks of opportunity.

ENERVATION ENDURANCE [PSIONIC]

When facing the aftermath of a wild surge, enervation doesn't sap your power points.

Prerequisite: Psychic enervation class feature.

Benefit: Repeated exposure to wild surges and their debilitating aftereffects has increased your resistance to psychic enervation.

From now on, when you become enervated, you lose power points equal to one-half your wilder level, although you are still dazed until the end of your next turn.

Normal: A wilder overcome by psychic enervation is dazed until the end of his next turn and loses a number of power points equal to his wilder level.

ENHANCED BENEFICENCE [PSIONIC]

Your psychic aura is larger than normal, reflecting your devotion to your deity.

Prerequisite: Psychic aura class feature.

Benefit: The radius of your psychic aura increases by 5 feet (the radius of your aura would be 10 feet at 1st level, instead of 5 feet).

ENVOY COGNIZANCE [PSIONIC]

When your elemental envoy is nearby, its associated energy enhances your ability to manifest energy powers.

Prerequisites: Knowledge (the planes) 1 rank. Psicrystal Affinity, Elemental Envoy.

Benefit: Because you have chosen to replace your psicrystal with an elemental steward—either an emberling (fire), a geodite (sonic), an arctine (cold), or a tempestan (electricity)—you can now utilize its associated energy to enhance any power you manifest that has the same energy descriptor.

While your elemental envoy remains adjacent to you, you manifest these powers at one manifested level higher than normal.

EUPHORIC REDUCTION [PSIONIC]

Channel your euphoric surge into a boost for one of your skills.

Prerequisite: Surging euphoria +1 class feature.

Benefit: When you trigger your surging euphoria, you can choose to channel it into a concentrated boost of physical resilience.

Instead of gaining a bonus on attack rolls, damage rolls, and saving throws, you gain damage reduction equal to three times the surging euphoria level to which you have access. For instance, a 6th-level wilder with this feat who uses wild surge to boost her manifester level by two and uses surging euphoria can gain damage reduction 3/– for 2 rounds.

EXTRA AURA [PSIONIC]

You gain the aura ability of a mantle you have donned.

Prerequisites: Don Mantle, psychic aura class feature.

Benefit: You gain the ability to generate a psychic aura based on a mantle you have accessed with the Don Mantle feat.

When you generate a psychic aura, you can also choose the aura granted by the mantle from the associated Don Mantle feat.

Special: You can gain this feat multiple times.

Each time you do, you choose a new mantle you have donned with the Don Mantle feat.

FOCUSED PERCEPTION [PSIONIC]

When you concentrate your faculties, your power of sight pierces the darkness.

Prerequisite: Blind-Fight.

Benefit: You must expend your psionic locus to use this feat.

When you expend your psionic locus, you gain blindsense out to 60 feet for 1 round.

FOCUSED SHIELD [PSIONIC]

Your mental locus makes you more adept at using your shield.

Prerequisite: Shield Proficiency.

Benefit: While you are psionically focused and holding a ready shield with which you are proficient, the AC bonus provided by your shield increases by 1.

FOCUSED SKILL USER [PSIONIC]

You can take advantage of your psionic focus in new ways.

Benefit: When you first take this feat, choose three skills in which you have ranks.

While you are psionically focused, you gain a +2 competence bonus on skill checks when using any of these three skills.

Special: You can take this feat multiple times.

Each time, choose three additional skills in which you have ranks.

GESTALT ANCHOR [PSIONIC]

You have a strong bond to the psionic entity you host.

When you are around other hosts, you can move and act together as a fluid unit.

Prerequisites: Any host feat or kalashtar, base Will save +3.

Benefit: While you are psionically focused and within 60 feet of an ally that serves as a host or who is a kalashtar, you and all host or kalashtar allies within 60 feet gain a +2 insight bonus on initiative checks and Reflex saves.

GITHYANKI CHARM [PSIONIC, RACIAL]

You can leverage your *psionic daze* psi-like ability to gain greater control over subjects.

Prerequisites: Githyanki, *psionic daze* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *psionic daze* psi-like ability granted by your githyanki heritage to instead gain the use of *psionic charm* as a psi-like ability.

Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHYANKI CONTROL [PSIONIC, RACIAL]

You can leverage your *far hand* psi-like ability to gain greater control over objects.

Prerequisites: Githyanki, *far hand* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *far hand* psi-like ability granted by your githyanki heritage to instead gain the use of *control object* as a psi-like ability.

Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHYANKI DISMISSAL [PSIONIC, RACIAL]

You can leverage your *dimension door* psi-like ability to gain greater control over other creatures' locations.

Prerequisites: Githyanki, *dimension door* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *dimension door* psi-like ability granted by your githyanki heritage to instead gain the use of *psionic dismissal* as a psi-like ability.

Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHYANKI ECTOFORM [PSIONIC, RACIAL]

You can leverage your *concealing amorphia* psi-like ability to gain greater control over your own body.

Prerequisites: Githyanki, *concealing amorphia* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *concealing amorphia* psi-like ability granted by your githyanki heritage to instead gain the use of *ectoplasmic form* as a psi-like ability.

Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHZERAI BURST [PSIONIC, RACIAL]

You can leverage your *cat fall* psi-like ability to gain greater control over yourself in your environment.

Prerequisites: Githzerai, *cat fall* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *cat fall* psi-like ability granted by your githzerai heritage to instead gain the use of *burst* as a psi-like ability.

Your manifester level for this effect is equal to 1/2 your Hit Dice; minimum 1st).

GITHZERAI FEEDBACK [PSIONIC, RACIAL]

You can leverage your *inertial armor* psi-like ability to further insulate yourself from harm.

Prerequisites: Githzerai, *inertial armor* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *inertial armor* psi-like ability granted by your githzerai heritage to instead gain the use of *biofeedback* as a psi-like ability.

Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHZERAI KNOCK [PSIONIC, RACIAL]

You can leverage your *concussion blast* psi-like ability to gain such fine control over manipulating force that you can open locks or sealed doors.

Prerequisites: Githzerai, *concussion blast* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *concussion blast* psi-like ability granted by your githzerai heritage to instead gain the use of *psionic knock* as a psi-like ability.

Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHZERAI LINK [PSIONIC, RACIAL]

You can leverage your *psionic daze* psi-like ability to forge direct mental contact with another creature.

Prerequisites: Githzerai, *psionic daze* psi-like ability.

Benefit: You can expend one or more of your daily uses or the *psionic daze* psi-like ability granted by your githzerai heritage to instead gain the use of *mindlink* as a psi-like ability.

Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

HALF-GIANT STOMP [PSIONIC, RACIAL]

You can use your *stomp* psi-like ability more often.

Prerequisites: Half-giant, slump racial trait.

Benefit: You can use the *stomp* granted by your half-giant heritage three times per day.

Normal: A half-giant's *stomp* can be used once per day.

Special: You can take this feat multiple times.

Each time you take it, you gain two more daily uses of your *stomp* psi-like ability.

HALF-GIANT THUNDERER [PSIONIC, RACIAL]

You can use your *stomp* psi-like ability to far greater effect.

Prerequisites: Half-giant, *stomp* racial trait.

Benefit: When you use the *stomp* ability granted by your half-giant heritage, your manifester level is equal to your character level.

Normal: The effect of a half-giant's *stomp* psi-like ability is calculated as if the half-giant's manifester level were equal to 1/2 the half-giant's HD.

INSTINCTIVE CONSUMMATOR [PSIONIC]

You always make good on your threats.

Prerequisites: Str 13, Power Attack, Cleave.

Benefit: You must expend your psionic focus to use this feat.

Whenever you threaten a living foe with a critical hit on a melee attack, you can choose to automatically confirm the critical hit.

Normal: All hits that threaten a critical hit must be confirmed with an additional successful attack roll.

INVEST ARMOR [PSIONIC]

You can charge your armor with additional protective qualities.

Prerequisite: Proficient with armor worn.

Benefit: You can expend your psionic focus to increase the armor bonus of the armor that you're wearing by 3.

Using this feat is an immediate action (it can be used on another creature's turn) in reaction to being the target of an attack.

You must decide whether or not to use this feat before the result of your opponent's attack roll is determined.

LURK AUGMENT, EXTRA [PSIONIC]

You can use your lurk augment more often than normal.

Prerequisite: Lurk augment class feature.

Benefit: You can use your lurk augment class feature three more times each day.

LURK AUGMENT, RANGED [PSIONIC]

You can use some of your lurk augments in conjunction with a ranged attack.

Prerequisite: lurk augment class feature.

Benefit: You can apply the following lurk augments to your ranged attack: Additional sneak attack, solid strike, ignore concealment, mental assault, deceptive strike, sneak attack undead, ghost touch, aligned attack, sneak attack constructs, planar attack, or synaptic disconnect.

Special: Lurk augments applied to ranged attacks only affect a target within 30 feet.

LURK MASTER [PSIONIC]

You are more skilled in augmenting your attack than your training would indicate.

Prerequisite: Lurk augment class feature.

Benefit: You can treat your lurk level as two higher than it actually is when determining what abilities you can select with your lurk augment class feature.

MAENAD FURY [PSIONIC, RACIAL]

You can use your outburst racial trait more often.

Prerequisite: Maenad.

Benefit: You can use the outburst racial trait granted by your maenad heritage three times per day.

Normal: A maenad's outburst racial trait can be used once per day.

Special: You can gain this feat multiple times.

Each time you take this feat, you gain two additional daily uses of your outburst ability.

MAENAD SCREAM [PSIONIC, RACIAL]

You can use your *energy ray* (sonic) psi-like ability more often.

Prerequisite: Maenad.

Benefit: You can use the *energy ray* (sonic) psi-like ability granted by your maenad heritage three times per day.

Normal: A maenad's *energy ray* (sonic) can be used once per day.

Special: You can gain this feat multiple times.

Each time you take this feat, you gain two additional daily uses of your *energy ray* (sonic) psi-like ability.

MAENAD DEAFENING SCREAM [PSIONIC, RACIAL]

You can use your *energy ray* (sonic) psi-like ability to better effect.

Prerequisite: Maenad.

Benefit: Whenever you use the *energy ray* (sonic) ability granted by your maenad heritage, you deal an extra 1 point of damage per die.

Creatures that take damage from the ray are deafened for 2d6 rounds if they fail a Fortitude save (DC 10 + 1/2 your HD + your Con modifier).

Normal: An *energy ray* deals—1 point of damage per die and does not deafen its targets.

MANTLE FOCUS [PSIONIC]

The powers from one of your mantles become more potent.

Prerequisite: Access to one psionic mantle.

Benefit: Add 1 to the Difficulty Class for all saving throws against powers from the mantle you select.

This bonus stacks with the bonus provided from feats such as Psionic Endowment.

Special: You can gain this feat multiple times.

Each time you take the feat, it applies to a new mantle.

MENTAL JUGGERNAUT [PSIONIC]

You are adroit at avoiding the mind blasting effects of certain psionic abilities and powers.

Prerequisite: Ability to gain psionic focus.

Benefit: As an immediate action, you can expend your psionic focus to ignore the consequences of a failed save against any power, psi-like ability, or other psionic or magical effect that would otherwise daze or stun you. You can decide to use this feat after you have rolled and determined the potential outcome of your roll.

Special: If you choose not to expend your psionic focus, you gain a +2 bonus on your saving throw against any power, psi-like ability, or other psionic or magical effect that would daze or stun you.

When you are not psionically focused, you still gain a +1 bonus on saves against effects that would otherwise daze or stun you.

MIND CLEAVE [PSIONIC]

When you lay low a foe, you drain off a portion of its excess mental energy into the conduit of your mind blade.

Prerequisites: Mind blade class feature, psychic strike class feature.

Benefit: If you deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points or killing it) with your mind blade, you drain off a portion of the creature's liberated energy of consciousness.

The liberated energy automatically charges the blade used to fell the foe as if you had imbued it with your psychic strike class feature.

MIND EMPOWERMENT [PSIONIC]

When you lay low a foe, you drain off a portion of its excess mental energy into the conduit of your mind blade.

Prerequisites: Mind blade class feature, psychic strike class feature, Mind Cleave.

Benefit: If you deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points or killing it) with your mind blade, you capture a greater portion of the creature's liberated energy of consciousness (more than you already drain with your Mind Cleave feat).

The additional liberated energy resides in your blade for 3 rounds or until you make your next successful psychic strike (whichever occurs first), whereupon you deal an additional 1d8 points of damage.

MIND STRIKE, FOCUSED [PSIONIC]

When you use your psychic strike ability, you deal more damage.

Prerequisites: Ability to generate a mind blade, psychic strike +1d8.

Benefit: If you expend your psionic focus when you imbue your mind blade with a psychic strike, the destructive energy instilled in your blade deals one more die of damage.

For example, when a 7th-level soulknife charges his blade with a psychic strike in conjunction with expending his psionic focus, the damage potential of the blade is +3d8 points (instead of +2d8 points).

MIND STRIKE, SWIFT [PSIONIC]

You possess a deadly speed when charging your mind blade with psychic energy.

Prerequisites: Ability to generate a mind blade, psychic strike +2d8.

Benefit: Once per day, you can charge your mind blade with a psychic strike as a swift action.

Normal: A soulknife imbues his blade with a psychic strike as a move action.

ORC DOUBLE AXE MIND BLADE [PSIONIC]

When you reshape your mind blade, you can change it into an exotic weapon: an ore double axe.

Prerequisites: Ability to generate a mind blade, shape mind blade class feature.

Benefit: Any time you wish to reshape your mind blade using your shape mind blade class feature, you can add the ore double axe to your shape repertoire.

You are proficient with your ore double axe mind blade—you are treated as if you possess the Exotic Weapon Proficiency (ore double axe mind blade).

The weapon is sized appropriately for you and deals damage as an ore double axe.

POSTPONE ENERVATION [PSIONIC]

You can postpone the onset of your psychic enervation.

Prerequisites: Psychic enervation class feature, wild surge +2.

Benefit: Whenever you are subject to psychic enervation through the failure of a wild surge, you can postpone the effects of the enervation by 3 rounds.

You decide to use this feat after you roll to determine whether you are subject to psychic enervation.

You can voluntarily subject yourself to the effects of the postponed psychic enervation before the 3 rounds have fully elapsed.

Once you use this feat to postpone the effects, however, you cannot use the wild surge class feature until you endure the postponed psychic enervation.

PRACTICED MANIFESTER [PSIONIC]

Choose a manifesting class that you possess.

The powers you manifest from that class are more powerful.

Prerequisite: Psicraft 4 ranks.

Benefit: Your manifester level for the chosen manifesting class increases by four.

This benefit can't increase your manifester level higher than your Hit Dice.

Even if you can't benefit from the full bonus immediately, however, if you later gain levels of nonmanifesting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level psion/3rd-level fighter who selects this feat would increase his psion manifester level from 5th to 8th (since he has 8 Hit Dice).

If he later gained a fighter level, he would gain the remainder of the bonus, and his psion manifester level would become 9th (since he now has 9 Hit Dice).

A character with two or more manifesting classes (such as a psychic warrior/psion) must choose which class gains the feat's effect.

This feat does not affect your powers per day or powers known.

It only increases your manifester level, which helps you overcome power resistance and increases the duration and other effects of your powers.

Special: You can select this feat multiple times.

Each time you choose it, you must apply it to a different manifesting class.

PRIVILEGED ENERGY [PSIONIC]

You favor one specific energy type over all others.

Prerequisite: Ability to manifest the *energy missile* power.

Benefit: Choose one type of energy to become your privileged energy: cold, electricity, fire, or sonic.

Any time you manifest a power that deals damage of your chosen energy type, that power deals an extra 1 point of damage per die.

PSYMBIOT [PSIONIC]

You gain benefits when you are near other psionic characters or creatures.

Prerequisites: Knowledge (psionics) 8 ranks, manifester level 3rd.

Benefit: When you are psionically focused and one or more psionic characters or creatures with a manifester level of 3rd or higher stands within 10 feet of you, you gain a +2 bonus on ability checks, skill checks, and saving throws.

Psionic entities such as those described in any of the host feats in this book are not separate creatures for the purpose of gaining this feat's benefit, nor are astral constructs, or any psionic creatures crafted, projected, or summoned by you.

SKIN OF THE CONSTRUCT [PSIONIC]

You can wear an astral construct as if it were a second skin.

Prerequisite: Know *astral construct* power.

Benefit: If you expend your psionic focus, you can fuse the essence of an astral construct that you have personally manifested with your own body.

You choose to do this when you first manifest the power to gain this effect (instead of creating an astral construct normally).

This construct, once absorbed into your body, does not count against your limit of astral constructs crafted (in most cases you can have only one astral construct active at a time. This additional astral “flesh” bonds perfectly with your own, giving you a silvery-white appearance and 1d8 temporary hit points that last for up to 1 hour.

More important, it grants you one Menu A choice (EPH 186) that you can use as if you were the construct. You wear the skin of the construct for the normal duration of the manifested *astral construct* power, after which time it elapses.

Special: If you have any other feats that modify the appearance or abilities of an astral construct (such as Boost Construct or Ectopic Form), you do not accrue those benefits when you use the *astral construct* power with Skin of the Construct.

STYGIAN ARCHON [PSIONIC]

You sear the synapses of your mind with a scar of void and emptiness.

From now on, psionic powers you manifest that utilize negative energy are more fully tied to the Negative Energy Plane.

Prerequisite: Know two powers that utilize negative energy.

Benefit: To use this feat, you must maintain your psionic focus.

When manifesting a power that utilizes, disrupts, or detects negative energy, your manifester level is treated as one higher than normal.

NEGATIVE ENERGY POWERS

Many powers use negative energy to inflict harm upon enemies. Recognized powers that utilize negative energy (for the purposes of the Stygian Archon and Stygian Power feats) include the following:

mindwipe	stygian veil*
speak with dead, psionic*	stygian touch*
stygian bolt*	stygian conflagration*
stygian discernment*	stygian ray*
stygian disruption*	stygian weapon*
stygian erasure*	

SYNAD MULTITASK, ENHANCED [PSIONIC, RACIAL]

As a synad (page 139), your threefold mind grants you an additional opportunity to multitask.

Prerequisite: Synad.

Benefit: You gain one additional use per day of your multitask racial trait.

You can spend 1 power point to gain a swift action that you can use to take any purely mental action twice per day.

TAP MANTLE [PSIONIC]

You gain the ability to access the powers in a new mantle.

Prerequisite: Access to one psionic mantle.

Benefit: Whenever you gain the ability to learn another psionic power, you can choose a power you can manifest from this new mantle.

You essentially gain a new menu of options from which you can select powers whenever you would normally learn a new power from advancing in a psionic class. You do not gain the mantle's granted ability or any other benefit of access to the mantle.

Special: You can gain this feat multiple times.

Each time you do, you choose a new mantle to access.

THRI-KREEN CARAPACE [PSIONIC, RACIAL]

Your carapace is harder than average.

Prerequisite: Thri-kreen.

Benefit: Add 1 to your natural armor bonus.

THRI-KREEN CLAW [PSIONIC, RACIAL]

You can use your *metaphysical claw* psi-like ability more often.

Prerequisites: Thri-kreen, *metaphysical claw* psi-like ability.

Benefit: Extra practice and hard work are rewarded.

You can use your *metaphysical claw* psi-like ability a total of three times per day.

Normal: A thri-kreen's *metaphysical claw* psi-like ability can be used once per day.

Special: You can gain this feat multiple times.

Each time you take the feat, you gain an additional two daily uses of your *metaphysical claw* ability.

THRI-KREEN DISPLACEMENT [PSIONIC, RACIAL]

You can use your *psionic displacement* psi-like ability more often.

Prerequisites: Thri-kreen, *psionic displacement* psi-like ability.

Benefit: Constant rehearsal and study grant you the mastery required to use your *psionic displacement* psi-like ability a total of three times per day.

Normal: A thri-kreen's *psionic displacement* psi-like ability can be used once per day.

Special: You can gain this feat multiple times.

Each time you take the feat, you gain an additional two daily uses of your *psionic displacement* ability.

THRI-KREEN POISON [PSIONIC, RACIAL]

You can use your poison bite more often.

Prerequisites: Thri-kreen, poison bite.

Benefit: Your adherence to a slightly modified sleep cycle and change in diet pays off—you can secrete venom more often.

You can use your poison bite a total of three times per day.

Normal: A thri-kreen's poison bite can be used once per day.

Special: You can gain this feat multiple times.

Each time you take the feat, you gain an additional two daily uses of your poison bite ability.

TWO-BLADED MIND BLADE [PSIONIC]

When you reshape your mind blade, you can change it into an exotic weapon: a two-bladed sword.

Prerequisites: Ability to generate a mind blade, shape mind blade class feature.

Benefit: Any time you wish to reshape your mind blade using your shape mind blade class feature, you can add the two-bladed sword to your shape repertoire.

You are proficient with your two-bladed sword mind blade—you are treated as if you possess the Exotic Weapon Proficiency (two-bladed sword mind blade).

The weapon is sized appropriately for you and deals damage as a two-bladed sword.

VOLATILE ESCALATION [PSIONIC]

When you are attacked with a telepathic power, your innate wildness forces a higher mental price on your attacker.

Prerequisite: Volatile mind class feature.

Benefit: While you are psionically focused and have not consciously lowered your volatile mind ability, the number of power points it costs a manifester to affect you is higher. A manifester who uses a telepathic power upon you while these conditions apply must pay an additional 1d4 power points on top of his normal cost.

This effect stacks with that of the volatile mind class feature.

VOLATILE LEECH [PSIONIC]

You gain the power points your attacker wastes attacking you with a telepathic power.

Prerequisite: Volatile mind class feature.

Benefit: While you are psionically focused and have not consciously lowered your volatile mind ability, you absorb extra power points that manifesters of telepathic powers are forced to pay when they target you.

The power points you absorb in this fashion are added to your power point reserve; however, you can never gain more power points in this fashion than your normal power point maximum.

If you already possess your maximum power points, your volatile mind ability works normally.

XEPH BURST EXTRA [PSIONIC, RACIAL]

You can use your burst racial trait more often.

Prerequisite: Xeph.

Benefit: You can use the burst ability granted by your xeph heritage a total of three times per day.

Normal: A xeph's burst ability can be used once per day.

Special: You can gain this feat multiple times.

Each time you take the feat, you gain an additional two daily uses of your burst ability.

XEPH CELERITY [PSIONIC, RACIAL]

You can use your burst racial trait to gain an extra attack.

Prerequisite: Xeph.

Benefit: As a swift action, you can expend one or more of your daily uses of burst granted by your xeph heritage to gain one extra attack for 1 round, instead of gaining an increase to your speed.

While enjoying your round of celerity, you make one extra attack each round, using your highest base attack bonus, when you take a full attack action.

SIDEBAR FEATS

FAVORED IN GUILD []

You are an active and valued member of your guild.

Prerequisite: Membership in a guild.

Benefit: As an active and necessary member of your guild, select one of your guild's associated skills.

As long as you remain a member of the guild, you gain a +2 competence bonus on all checks made with that skill.

As a additional fringe benefit, you also gain an ability relating to your guild's type, as described in your guild's entry.

(See *Dungeon Master's Guide II* page 228 for more information).

Normal: To receive benefits from a guild, you must pay monthly dues.

You do not gain any guild fringe benefits.

FAVORED IN GUILD BENEFIT (DIAMOND KNIGHTS) []

Your combat tactics mesh well with those of other Diamond Knights.

Whenever you are adjacent to another guild member, you both gain a +1 insight bonus to Armor Class.

FAVORED IN GUILD BENEFIT (THE LODGE LUMINOUS) []

The Lodge Luminous subsidizes your monetary expenses when you create psionic items, reducing your raw material costs by 5%.

WILD TALENT (ADON) []

Instead of a free bonus feat, Talaire of House Adon have the Wild Talent (Adon) feat.

Benefit: You gain the psionic subtype.

As a psionic character, you gain a reserve of 1 power point and quality for psionic feats, metapsionic feats, and psionic item creation feats.

In addition, you gain the psi-like ability to use psionic *minor creation* (EPH 121) once per day (manifester level 1st + half the number of psionic class levels gained).

WILD TALENT (CELARE) []

Instead of a free bonus feat, Talaire of House Celare have the Wild Talent (Celare) feat.

Benefit: You gain the psionic subtype.

As a psionic character, you gain a reserve of 1 power point and qualify for psionic feats, metapsionic feats, and psionic item creation feats.

In addition, you gain the psi-like ability to use *burst* (EPH 81) once per day (manifester level 1st + half the number of psionic class levels gained).

WILD TALENT (COGITARE) []

Instead of a free bonus feat, Talaire of House Cogitare have the Wild Talent (Cogitare) feat.

Benefit: You gain the psionic subtype.

As a psionic character, you gain a reserve of 1 power point and qualify for psionic feats, metapsionic feats, and psionic item creation feats.

In addition, you gain the psi-like ability to use *psionic charm* (EPH 82) once per day (manifestor level 1st + half the number of psionic class levels gained).

WILD TALENT (INCENDAR) []

Instead of a free bonus feat, Talaire of House Incendar have the Wild Talent (Incendar) feat.

Benefit: You gain the psionic subtype.

As a psionic character, you gain a reserve of 1 power point and qualify for psionic feats, metapsionic feats, and psionic item creation feats.

In addition, you gain the psi-like ability to use *control object* (EPH 88) once per day (manifestor level 1st + half the number of psionic class levels gained).

WILD TALENT (NOVAR) []

Instead of a free bonus feat, Talaire of House Novar have the Wild Talent (Novar) feat.

Benefit: You gain the psionic subtype.

As a psionic character, you gain a reserve of 1 power point and qualify for psionic feats, metapsionic feats, and psionic item creation feats.

LUCK FEATS AND THE LUCKSTEALER

The luckstealer prestige class (*Races of the Wild*) provides another method of maximizing your own luck while simultaneously minimizing the luck of your opponent. The luckstealer has a pool of luck points stolen from other characters, which

In addition, you gain the psi-like ability to use *precognition* (EPH 124) once per day (manifestor level 1st + half the number of psionic class levels gained).

WILD TALENT (VAYMIN) []

Instead of a free bonus feat, Talaire of House Vaymin have the Wild Talent (Vaymin) feat.

Benefit: You gain the psionic subtype.

As a psionic character, you gain a reserve of 1 power point and qualify for psionic feats, metapsionic feats, and psionic item creation feats.

In addition, you gain the psi-like ability to use *vigor* (EPH 140) once per day (manifestor level 1st + half the number of psionic class levels gained).

COMPLETE SCOUNDREL (3.5)

MAIN SECTION FEATS

ADVANTAGEOUS AVOIDANCE [LUCK]

You have a knack for ducking at just the right moment.

Prerequisite: Character level 3rd, any luck feat.

Benefit: You can expend one luck reroll as an immediate action to force a foe to reroll a critical hit confirmation roll made when attacking you.

You can expend two luck rerolls as an immediate action to force a foe to reroll an attack roll made against you.

You gain one luck reroll per day.

Special: Unlike other luck feats, you can use this feat after seeing the success of the roll to be affected.

ASCETIC STALKER []

You have practiced a secret technique that combines your considerable talents in unarmed combat with a greater understanding of your inner *ki*.

Prerequisite: Ki power, *ki strike* (magic).

Benefit: Your monk and ninja levels stack for the purpose of determining the size of your *ki* pool.

For example, a 4th-level monk/2nd-level ninja with this feat could use her *ki* powers a number of times equal to 3 (half the sum of her monk and ninja levels) + her Wisdom bonus (if any).

Your monk and ninja levels also stack for the purpose of determining your unarmed strike damage, as well as your *ki strike* class feature.

For example, a 4th-level monk/6th-level ninja would deal 1d10 points of damage with her unarmed strike, and her

he uses for various purposes. In addition to the options described in the prestige class, a luckstealer with one or more luck feats can spend 3 points from his luck pool as though making a luck reroll, following all the normal rules for luck feats and luck rerolls.

unarmed strike would overcome damage reduction as a lawful magic weapon (as if she were a 10th-level monk).

In addition, you can multiclass freely between the monk and ninja classes.

You must still remain lawful in order to continue advancing as a monk.

You still face the normal XP penalties for having multiple classes more than one level apart.

Special: A monk can select Ascetic Stalker as a bonus feat at 1st, 2nd, or 6th level instead of one of the other feats indicated for those levels (PH 41).

BETTER LUCKY THAN GOOD [LUCK]

You can succeed where others would surely fail.

Prerequisite: Character level 6th, any two luck feats.

Benefit: If you roll a natural 1 when making an attack roll, you can expend one luck reroll as a swift action to instead treat the roll as a natural 20.

You can use this feat once per day.

You gain one luck reroll per day.

CHANT OF THE LONG ROAD [BARDIC MUSIC]

You can channel the power of your bardic music to encourage your allies to pick up the pace on a long walk.

Prerequisite: Bardic music, Perform 6 ranks.

Benefit: As a standard action, you can expend one daily use of your bardic music ability to allow yourself and all allies within 60 feet to avoid taking nonlethal damage for hustling (PH 164).

This requires 1 minute of performance, and the effect lasts for 1 hour.

CHORD OF DISTRACTION [BARDIC MUSIC]

You can channel the power of your bardic music to make a sudden sound or gesture that momentarily distracts an opponent.

Prerequisite: Bardic music, Perform 9 ranks.

Benefit: As an immediate action, you can expend three daily uses of your bardic music ability to distract an opponent.

The target must be within 30 feet of you and able to hear or see you.

Make a Perform check, opposed by the target's Sense Motive check (modified as if you were using Bluff to feint in combat).

If you succeed, that opponent is rendered flat-footed against an ally of your choice.

The effect lasts until that opponent is attacked or until the start of your next turn, whichever comes first.

CONCUSSION ATTACK [AMBUSH]

Your attacks can damage your opponent's ability to think clearly.

Prerequisite: Sneak attack +3d6.

Benefit: Your successful sneak attack imposes a -2 penalty on the target's Intelligence and Wisdom checks, as well as on any Intelligence- and Wisdom-based skill checks, for 10 rounds.

If you use this feat a second time on a target before 10 rounds have elapsed, the effect of the first use expires.

Using this feat reduces your sneak attack damage by 2d6.

COOL HEAD []

Your mental acuity serves you better than most.

Prerequisite: Any two mental skill tricks.

Benefit: You immediately learn up to two mental skill tricks at no cost, and your limit on skill tricks known increases by one.

See page 82 for details on mental skill tricks.

Normal: You are limited to a maximum number of skill tricks equal to one-half your character level.

DAREDEVIL ATHLETE []

You are capable of pulling off amazing stunts.

Benefit: Three times per day, you can use an immediate action to gain a +5 competence bonus on a single Balance, Climb, Escape Artist, Jump, Ride, Swim, or Tumble check.

DARING OUTLAW []

You combine grace and stealth to deadly effect.

Prerequisite: Grace +1, sneak attack +2d6.

Benefit: Your rogue and swashbuckler levels stack for the purpose of determining your competence bonus on Reflex saves from the grace class feature and the swashbuckler's dodge bonus to AC.

For example, a 7th-level rogue/4th-level swashbuckler has grace +2 and gains a +2 dodge bonus to AC, as if she were an 11th-level swashbuckler.

Your rogue and swashbuckler levels also stack for the purpose of determining your sneak attack bonus damage. For example, a 7th-level rogue/4th-level swashbuckler would deal an extra 6d6 points of damage with her sneak attack, as if she were an 11th-level rogue.

DARING WARRIOR []

You combine agility and extraordinary combat prowess to great effect.

Prerequisite: Weapon Specialization, grace +1.

Benefit: Your fighter and swashbuckler levels stack for the purpose of determining your competence bonus on Reflex saves from the grace class feature and the swashbuckler's dodge bonus to AC.

For example, a 6th-level fighter/5th-level swashbuckler has grace +2 and gains a +2 dodge bonus to AC, as if she were an 11th-level swashbuckler.

Your fighter and swashbuckler levels also stack for the purpose of qualifying for feats that require a minimum fighter level, such as Greater Weapon Focus.

Special: A fighter can select Daring Warrior as one of his fighter bonus feats (PH 38).

DEADLY DEFENSE []

You are at your most dangerous when forced to protect yourself.

Benefit: When fighting defensively, you deal an extra 1d6 points of damage with any light weapon or with any weapon to which the Weapon Finesse feat applies (such as a rapier, spiked chain, or whip).

This feat's benefit applies only when you are unarmored or wearing light armor and not using a shield.

Special: If you have the Combat Expertise feat, you also gain the benefit of Deadly Defense when taking a penalty of at least -2 on your attack roll from that feat.

A fighter can select Deadly Defense as one of his fighter bonus feats (PH 38).

DEAFENING STRIKE [AMBUSH]

Your stealthy attack leaves your foe's head ringing.

Prerequisite: Sneak attack +4d6.

Benefit: Your successful sneak attack causes the target to be deafened for 3 rounds.

If you use this feat a second time on a target before 3 rounds have elapsed, the effect of the first use expires.

Using this feat reduces your sneak attack damage by 3d6.

DISEMBOWELING STRIKE [AMBUSH]

You can slash open your opponent to devastating effect.

Prerequisite: Sneak attack +5d6, Weapon Focus (any slashing weapon).

Benefit: Your successful sneak attack with a slashing weapon for which you have selected Weapon Focus deals 1d4 points of Constitution damage in addition to its normal damage.

You can't use this feat against the same target more than once per day.

Using this feat reduces your sneak attack damage by 4d6.

DUMB LUCK [LUCK]

You can survive situations that should kill you.

Prerequisite: Character level 6th, any two luck feats.

Benefit: If you roll a natural 1 when making a saving throw, you can expend one luck reroll as an immediate action to instead treat the roll as a natural 20.

You can use this feat once per day.

You gain one luck reroll per day.

ELDRITCH EROSION [AMBUSH]

Your attack can weaken your foe's resistance to magic.

Prerequisite: Sneak attack +4d6, Knowledge (arcana) 1 rank.

Benefit: Your successful sneak attack reduces the target's spell resistance and power resistance by 5 (minimum 0) for 10 rounds.

If you use this feat a second time on a target before 10 rounds have elapsed, the effect of the first use expires.

Using this feat reduces your sneak attack damage by 4d6.

EXPANDED KI POOL []

You know the secret mantras that grant you greater understanding of your *ki*.

Prerequisite: Ki power.

Benefit: You gain three extra daily uses of your *ki* power (*ki* power is a class feature of the ninja; see the sidebar for details).

ENDURING KI []

You can channel inner energy to make your *ki* powers last longer.

Prerequisite: Ki power.

Benefit: By spending an extra daily use of your *ki* power when you activate it, the chosen effect lasts for an additional round (*ki* power is a class feature of the ninja; see the sidebar for details).

You also gain one extra daily use of your *ki* power.

EPIC OF THE LOST KING [BARDIC MUSIC]

You can channel the power of your bardic music to reinvigorate your allies.

Prerequisite: Bardic music, Perform 6 ranks.

Benefit: As a move action, you can expend one daily use of your bardic music ability to remove fatigue from up to three allies (including yourself) within 30 feet.

If you spend three daily uses of bardic music, you can remove exhaustion from your allies instead.

FORTUITOUS STRIKE [LUCK]

You can hit a foe in just the right place.

Prerequisite: Character level 6th, any luck feat.

Benefit: You can expend one luck reroll as a swift action to reroll a weapon damage roll.

You can expend two luck rerolls as a swift action to reroll an attack roll.

You gain one luck reroll per day.

FREERUNNER []

You can move in more baffling ways than others.

Prerequisite: Any two movement skill tricks.

Benefit: You immediately learn up to two movement skill tricks at no cost, and your limit on skill tricks known increases by one.

See page 82 for details on movement skill tricks.

Normal: You are limited to a maximum number of skill tricks equal to one-half your character level.

GOOD KARMA [LUCK]

You can use your luck to aid an ally—at the risk of your own neck.

Prerequisite: Character level 3rd.

Benefit: You can expend one luck reroll as an immediate action to redirect an attack made against an adjacent ally so that it is made against you instead.

You must be within reach of the attacker (if a melee attack) or within range of the attack (if a ranged attack) in order to use this ability.

The attack roll result remains the same, but it is against your AC, rather than that of your ally.

If the redirected attack hits you, you take an extra 50% damage from it.

You gain one luck reroll per day.

HEAD SHOT [AMBUSH]

By striking at your opponent's head, you can temporarily disrupt his thought processes.

Prerequisite: Sneak attack +6d6, Weapon Focus (any bludgeoning weapon).

Benefit: Your successful sneak attack with a bludgeoning weapon for which you have selected Weapon Focus leaves your foe *confused* for 1 round.

A successful Will save (DC 10 + the number of extra damage dice normally dealt by your sneak attack + your Dex modifier) negates this effect.

If you use this feat a second time on a target before 1 round has elapsed, the effect of the first use expires.

Using this feat reduces your sneak attack damage by 5d6.

Special: You must be able to reach your foe's head to use this feat with a melee attack.

HEALER'S LUCK [LUCK]

Your spells can heal more damage.

Benefit: You can expend one luck reroll as a swift action to reroll the number of points of damage healed by a conjuration (healing) spell you have just cast on your current turn.

You gain one luck reroll per day.

IMPEDING ATTACK [AMBUSH]

Your strikes render your target temporarily clumsy and awkward.

Prerequisite: Sneak attack +4d6.

Benefit: Your successful sneak attack imposes a –2 penalty on the target's Strength and Dexterity checks, as well as on any Strength- and Dexterity-based skill checks, for 10 rounds.

If you use this feat a second time on a target before 10 rounds have elapsed, the effect of the first use expires.

Using this feat reduces your sneak attack damage by 3d6.

IMPROVED FAMILIAR []

You can acquire a new familiar from a nonstandard list of creatures.

Prerequisite: Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level.

Benefit: When you choose a familiar, the creatures on the table below are also available.

You can choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

For example, a chaotic good spellcaster could acquire a neutral familiar.

A lawful neutral spellcaster could acquire a neutral good familiar.

Except as noted here, improved familiars otherwise use the normal rules for familiars (PH 52).

Familiar	Alignment	Arcane Caster Level
Monstrous centipede, Small	N	2nd
Badger	N	3rd
Monstrous scorpion, Small	N	3rd
Viper, Medium	N	3rd
Monstrous spider, Small	N	4th
Vargouille*	NE	6th
Mephit, any	N	7th

*Vargouilles summoned as familiars do not possess the kiss supernatural ability.

Special: This feat was originally presented on page 200 of the DMG; the description here provides new alternatives for arcane spellcasters who want familiars stealthy and versatile enough to follow them anywhere.

IMPROVED SKIRMISH []

With a few extra steps, you gain even greater benefits from your skirmishing combat style.

Prerequisite: Skirmish +2d6/+1 AC.

Benefit: If you move at least 20 feet away from where you were at the start of your turn, your skirmish damage increases by 2d6 and your competence bonus to AC from skirmish improves by 2.

Normal: A scout's bonus damage and AC bonus apply if she moves at least 10 feet away from where she was at the start of her turn (see the skirmish class feature in the sidebar on page 25).

Special: A scout can select Improved Skirmish as one of her scout bonus feats (*Complete Adventurer* 13).

LUCKY BREAK [LUCK]

You can hit an object in just the right place.

Benefit: You can expend one luck reroll as a swift action to reroll a Strength check made to break an item or burst open a door.

You gain one luck reroll per day.

LUCKY CATCH []

Your good fortune can help prevent you from falling to your doom.

Benefit: You can expend one luck reroll as an immediate action to reroll a Balance, Climb, or Jump check. You gain one luck reroll per day.

LUCKY FINGERS []

The winds of fortune guide your hands when you most need luck.

Benefit: You can expend one luck reroll as an immediate action to reroll a Disable Device, Open Lock, or Sleight of Hand check.

You gain one luck reroll per day.

LUCKY START []

Sometimes your luck overcomes a slow natural reaction.

Benefit: You can expend one luck reroll to reroll an initiative check.

You gain one luck reroll per day.

Special: Unlike most other luck feats, using Lucky Start requires no action.

MAGICAL FORTUNE []

Even you are sometimes surprised by how well your spells work.

Prerequisite: Caster level 3rd, any luck feat.

Benefit: You can expend one luck reroll as a swift action to reroll the damage dealt by a spell you have just cast.

You can expend two luck rerolls as a swift action to reroll a caster level check.

You gain one luck reroll per day.

MAKE YOUR OWN LUCK []

Your hard work lets you exploit minor loopholes.

Prerequisite: Character level 6th, any luck feat.

Benefit: You can expend one luck reroll as an immediate action to reroll a skill check, as long as you have at least 1 rank in that skill.

You gain one luck reroll per day.

MARTIAL STALKER []

You practice a powerful fighting style that focuses equally on martial skill and mystical dedication.

Prerequisite: Proficiency with all martial weapons, *ki* power.

Benefit: Your fighter and ninja levels stack for the purpose of determining the size of your *ki* pool, as well as your AC bonus.

For example, a 5th-level fighter/1st-level ninja with this feat could use his *ki* powers a number of times equal to 3 (one-half his ninja and fighter levels) + his Wisdom bonus (if any), and would have a +1 bonus to AC (as if he were a 6th-level ninja).

Your fighter and ninja levels also stack for the purpose of qualifying for feats that require a minimum fighter level, such as Greater Weapon Focus.

Special: A fighter can select Martial Stalker as one of his fighter bonus feats (PH 38).

MASTER SPELLTHIEF []

Your arcane studies allow you to mingle arcane magic of different flavors for great effect.

Prerequisite: Ability to cast 2nd-level arcane spells, steal spell.

Benefit: Your spellthief levels stack with levels of other arcane spellcaster classes (that is, levels of any class that grants arcane spellcasting other than the spellthief) for the purpose of determining what level of spell you can steal. For example, a 4th-level spellthief/4th-level wizard could steal spells of up to 4th level, as if he were an 8th-level spellthief.

Your spellthief and arcane spellcaster levels also stack when determining your caster level for all arcane spells.

The character described above would have a caster level of 8th for both his spellthief spells and his wizard spells.

In addition, you do not incur a chance of arcane spell failure for arcane spells cast or stolen from other classes, but only if you are wearing light armor.

You incur the normal arcane spell failure chance when wearing medium or heavy armor or when using a shield.

Normal: A spellthief does not incur a chance of arcane spell failure when casting spellthief spells in light armor. He incurs the normal arcane spell failure chance for other arcane spells he casts, including those stolen from arcane casters (*Complete Adventurer* 15).

MERCIFUL STRIKE [AMBUSH]

You can strike a creature's vital areas without killing it.

Prerequisite: Sneak attack +2d6.

Benefit: Your successful sneak attack deals nonlethal damage.

When using this feat, you can ignore the usual -4 penalty on attack rolls for attempting to deal nonlethal damage with a lethal weapon.

Using this feat reduces your sneak attack damage by 1d6.

MIND DRAIN [AMBUSH]

Your attack can weaken your opponent's mental powers.

Prerequisite: Power point reserve, sneak attack +2d6.

Benefit: Your successful sneak attack drains power points from your target equal to its manifester level (minimum 1). If this attack reduces your target to 0 power points, the opponent also loses any psionic focus.

A target that has no power points when you make the sneak attack is not affected by this feat.

You can't use this feat on the same target more than once per round.

Using this feat reduces your sneak attack damage by 1d6.

MISER'S FORTUNE [LUCK]

Items belonging to you and your allies are abnormally resistant to damage.

Benefit: Whenever an opponent makes a sunder attack or Strength check to damage an object within 30 feet of you, you can expend one luck reroll as an immediate action to force that opponent to reroll.

In addition, as long as you still have one luck reroll remaining for the day, items in your possession receive a +5 luck bonus on saving throws.

You gain one luck reroll per day.

PERSISTENT ATTACKER [AMBUSH]

Once you find a target's weak point, you can easily strike it again.

Prerequisite: Sneak attack +5d6.

Benefit: If your sneak attack hits, your first attack against that creature on your next turn is also considered a sneak attack even if it wouldn't normally qualify.

Using this feat reduces your first sneak attack's damage by 4d6.

The resulting second sneak attack deals its full extra damage.

POISON EXPERT []

Your skill at crafting and delivering toxins has made you a more deadly poisoner.

Prerequisite: Craft (poisonmaking) 4 ranks, poison use.

Benefit: Choose a type of poison (contact, ingested, inhaled, or injury).

The DC to resist both the initial and secondary damage of poisons of this type that you create and use increases by 1. This feat has no effect on poisons used by other creatures, even if you craft those poisons.

It also has no effect on natural poisons (those exuded from a creature's body).

Special: You can gain this feat multiple times.

Its effect does not stack.

Each time you take the feat, it applies to a new type of poison.

POISON MASTER []

The toxins you create and use are particularly virulent.

Prerequisite: Poison Expert, Craft (poisonmaking) 8 ranks, poison use.

Benefit: Choose a type of poison (contact, ingested, inhaled, or injury) for which you have selected the Poison Expert feat.

The initial and secondary damage dealt by poisons of this type that you create and use increases by 1 point per die of damage (or by 1 point, if it deals a fixed amount of damage).

For example, lich dust used by a character with Poison Master (ingested) would deal initial damage of 2d6+2 Str and secondary damage of 1d6+1 Con plus 1d6+1 Str.

If a poison doesn't deal damage, this feat has no effect.

This feat has no effect on poisons used by other creatures, even if you craft those poisons.

It also has no effect on natural poisons (those exuded from a creature's body).

Special: You can gain this feat multiple times.

Its effect does not stack.

Each time you take the feat, it applies to a new type of poison for which you have selected Poison Expert.

PSITHIEF []

You can drain psychic energy and use it against others.

Prerequisite: Manifester level 1st, steal spell.

Benefit: You can use your steal spell ability to siphon psionic energy instead of spell energy.

Instead of stealing a spell, you can choose to steal a number of power points equal twice to the maximum level of spell you can steal minus 1 (up to a maximum value equal to the manifester level of the creature struck).

For example, a 4th-level spellthief/1st-level psychic warrior could steal up to 3 power points; if he used this ability against a 2nd-level psion he could steal only 2 power points, since that is the target's manifester level.

You can use the stolen power points only to manifest a psionic power you already know.

You must use these power points within 1 hour of stealing them; otherwise, the extra psionic energy fades harmlessly away.

This feat otherwise follows the rules for the steal spell class feature (*Complete Adventurer* 16).

In addition, Knowledge (psionics) and Psicraft are spellthief class skills for you.

These skills appear on page 38 of *Expanded Psionics Handbook*.

PSYCHIC LUCK []

Some psions claim that luck doesn't exist.

You know better.

Prerequisite: Manifester level 3rd, any luck feat.

Benefit: You can expend one luck reroll as a swift action to reroll the damage dealt by a psionic power you have just manifested.

You can expend two luck rerolls as a swift action to reroll a manifester level check.

You gain one luck reroll per day.

SAVVY ROGUE []

You have mastered one or more of your rogue special abilities.

Prerequisite: Rogue level 10th.

Benefit: Based on the rogue special abilities you have (PH 50), you gain one or more additional special benefits as described below.

You gain the benefits for all the special abilities you have, even those you gain after selecting this feat.

Crippling Strike: You can deal Strength damage even to a target that is immune to extra damage from sneak attacks.

Defensive Roll: You can use this ability three times per day, rather than once per day.

Improved Evasion: You gain a +2 competence bonus on Reflex saves.

Opportunist: You can use the opportunist ability as many times per round as you can make attacks of opportunity, but no more than once per creature per round.

Each use of the opportunist ability counts as an attack of opportunity.

Skill Mastery: When taking 10 with a skill to which you have assigned skill mastery, you can treat the die roll as a 12 instead of as a 10.

(In effect, you're "taking 12").

Slippery Mind: You gain a +2 competence bonus on the extra save granted by slippery mind.

SLY FORTUNE [LUCK]

Your luck helps you find the right place to move to.

Benefit: You can expend one luck reroll as an immediate action to reroll a Hide, Move Silently, or Tumble check.

You gain one luck reroll per day.

SOUND OF SILENCE [BARDIC MUSIC]

You can channel the power of your bardic music to deafen your foes.

Prerequisite: Bardic music, Perform 9 ranks.

Benefit: As a standard action, you can expend two daily uses of your bardic music ability to deafen a single target for 3 rounds.

A successful Will save (using your Perform check result as the DC) negates the effect.

The target must be within 30 feet of you and be able to hear you.

SURE HAND []

You can perform more amazing displays of legerdemain than normal.

Prerequisite: Any two manipulation skill tricks.

Benefit: You immediately learn up to two manipulation skill tricks at no cost, and your limit on skill tricks known increases by one.

See page 82 for details on manipulation skill tricks.

Normal: You are limited to a maximum number of skill tricks equal to one-half your character level.

SURVIVOR'S LUCK []

You can avoid situations that would surely affect others.

Prerequisite: Character level 9th, any luck feat.

Benefit: You can expend one luck reroll as an immediate action to reroll a saving throw you just failed.

You gain one luck reroll per day.

SWEET TALKER []

Your social expertise is more pronounced than that of most others.

Prerequisite: Any two interaction skill tricks.

Benefit: You immediately learn up to two interaction skill tricks at no cost, and your limit on skill tricks known increases by one.

See page 82 for details on interaction skill tricks.

Normal: You are limited to a maximum number of skill tricks equal to one-half your character level.

SWIFT AMBUSER []

You combine your scout training with the stealth of a rogue to open up new methods of ambushing enemies.

Prerequisite: Skirmish +1d6/+1 AC, sneak attack +1d6.

Benefit: Your rogue and scout levels stack for the purpose of determining the extra damage and bonus to Armor Class granted when skirmishing.

For example, a 4th-level scout/7th-level rogue would deal an extra 3d6 points of damage and gain a +3 competence bonus to AC when skirmishing, as if she were an 11th-level scout.

In addition, you can qualify for ambush feats (see page 71) as if your sneak attack bonus damage were the sum of your skirmish damage and sneak attack bonus damage.

You cannot sacrifice skirmish extra damage to use those feats, however.

Special: A scout can select Swift Ambusher as one of her scout bonus feats (*Complete Adventurer* 13).

SWIFT HUNTER []

You have applied the hit-and-run tactics learned from scouting to your strong hunting abilities.

Prerequisite: Favored enemy, skirmish +1d6/+1 AC.

Benefit: Your ranger and scout levels stack for the purpose of determining the extra damage and bonus to Armor Class granted when skirmishing.

For example, a 4th-level scout/1st-level ranger would deal an extra 2d6 points of damage and gain a +1 competence bonus to AC when skirmishing, as if she were a 5th-level scout.

Your ranger and scout levels also stack for the purpose of determining when you select additional favored enemies, as well as the total bonus granted against your favored enemies.

For example, a 4th-level scout/1st-level ranger would have two favored enemies and could allocate an extra +2 bonus against one of those favored enemies, as if she were a 5th-level ranger.

In addition, your skirmish extra damage applies against any creature you have selected as a favored enemy, even if it is normally immune to extra damage from critical hits or skirmish attacks.

Special: A scout can select Swift Hunter as one of her scout bonus feats (*Complete Adventurer* 13).

TEMPTING FATE []

You are very hard to kill.

Prerequisite: Character level 6th, any luck feat.

Benefit: You can expend a luck reroll to reroll a stabilization check.

In addition, once per day, whenever you have at least 1 hit point remaining and would be dealt enough damage to kill you, you can expend one luck reroll as an immediate action to take only enough damage to reduce you to -9 hit points. You automatically stabilize.

You gain one luck reroll per day.

Special: Unlike most other luck feats, using Tempting Fate requires no action.

THIRD TIME'S THE CHARM []

Your deity smiles upon you.

Prerequisite: Character level 3rd, any luck feat, access to the Luck domain.

Benefit: You can expend one luck reroll as an immediate action to use the granted power of the Luck domain an additional time per day.

You can only use this benefit immediately after using the Luck domain's granted power (in effect, this feat gives you a third chance to succeed on the roll).

You gain one luck reroll per day.

THROAT PUNCH [AMBUSH]

By making a precise punch to the throat, you can render a target unable to speak effectively.

Prerequisite: Improved Unarmed Strike, sneak attack +3d6.

Benefit: Your successful sneak attack delivered with an unarmed strike temporarily hinders the target's ability to speak.

For the next 3 rounds, the target takes a -5 penalty on any skill check requiring speech and has a 50% chance of failure when casting a spell with a verbal component or activating a magic item with a command word.

Multiple uses of this feat don't increase the duration beyond 3 rounds.

Using this feat reduces your sneak attack damage by 2d6.

Special: You must be able to reach your foe's neck to use this feat.

UNBELIEVABLE LUCK [LUCK]

The powers of fortune truly smile on you more than most mortals.

Prerequisite: Any luck feat.

Benefit: As long as you have at least one luck reroll remaining for the day, you gain a +2 luck bonus on whichever of your saves has the lowest base bonus.

If two or more of your saves tie for the lowest base bonus, choose when you select this feat which save it applies to.

If your base save bonuses later change so that the chosen save no longer has the lowest base bonus, the luck bonus from this feat immediately applies to the save that now has the lowest base bonus.

You gain two luck rerolls per day.

VICTOR'S LUCK []

You strike with devastating accuracy more often.

Benefit: You can expend one luck reroll as a swift action to reroll a critical threat confirmation roll.

You gain one luck reroll per day.

WARNING SHOUT [BARDIC MUSIC]

The force of your performance is so potent that it can guide an ally to safety.

Prerequisite: Bardic music, Perform 9 ranks, evasion.

Benefit: As an immediate action, you can expend two daily uses of your bardic music ability to grant a single ally (other than yourself) a +5 morale bonus on her next Reflex save and evasion (see the monk class feature, PH 41).

The ally must be within 30 feet of you and able to see or hear you.

The effect lasts until the target rolls a Reflex save or until the start of your turn, whichever comes first.

SIDEBAR FEATS

AGILE ATHLETE []

You rely on your agility to perform athletics feats, rather than brute strength.

Prerequisite: Climb 1 rank, Jump 1 rank.

Benefit: When making a Climb or Jump check, you use your Dexterity modifier for the check.

Normal: Without this feat, you use your Strength modifier for Climb and Jump checks.

This feat first appeared in *Races of the Wild*.

EXTEND RAGE []

You are able to maintain your rage longer than most.

Prerequisite: Rage or frenzy ability.

Benefit: Each use of your rage or frenzy ability lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times. The effects of multiple feats stack. This feat first appeared in *Complete Warrior*.

MENACING DEMEANOR [RACIAL]

You can tap into your savage heritage to improve your intimidation techniques.

Prerequisite: Orc blood or orc subtype.

Benefit: You gain a +4 bonus on your Intimidate checks. This feat first appeared in *Races of Destiny*.

TACTILE TRAPSMITH []

You can rely on your rapid reflexes and nimble fingers instead of your intellect when searching a room or when disabling a trap.

Benefit: You add your Dexterity bonus (rather than your Intelligence bonus) on all Search and Disable Device checks.

In addition, you receive no penalty on these checks for darkness or blindness.

This feat first appeared in *Complete Adventurer*.

COMPLETE WARRIOR (3.5)

MAIN SECTION FEATS

ARCANE STRIKE [GENERAL]

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast 3rd-level arcane spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons.

You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points \times the level of the spell sacrificed.

The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th-level arcane spells.

On his turn, he chooses to sacrifice one of his 4th-level spells for the day, marking it off as if he had cast it.

Until his next turn, Yarren gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice (his rapier).

ARTERIAL STRIKE [GENERAL]

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisites: Sneak attack ability, base attack bonus +4.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that won't stop bleeding.

Each wound caused in this manner saps an extra 1 point of damage per round from the victim, until the victim receives the benefit of a DC 15 Heal check or any *cure* spell or other magical healing.

Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes cause an extra 2 points of damage per round until healed).

You may deliver only one bleeding wound per successful sneak attack.

AXIOMATIC STRIKE [GENERAL]

You can turn your fist into an instrument of law.

Prerequisites: Ki strike (lawful), Stunning Fist.

Benefit: Against a chaotic opponent, you can make an unarmed attack that does an extra 2d6 points of damage. You must declare that you are using this feat before you make your attack roll (thus, a failed attack ruins the attempt).

Each attempt counts as one of your uses of the Stunning Fist feat for the day.

Creatures immune to stunning can be affected by this extra damage.

CLEVER WRESTLING [GENERAL]

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Small or Medium size, Improved Unarmed Strike.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to escape a grapple or pin.

The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size	Bonus
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8

CLOSE-QUARTERS FIGHTING [GENERAL]

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack, if you deal damage with this attack, the enemy fails to *Stand* the grapple unless it has the Improved Grapple feat or a special ability such as improved grab.

If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled.

This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek.

Tordek gains an attack of opportunity, hits, and causes damage.

Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

DASH [GENERAL]

You can move faster than normal.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster.

DEFENSIVE STRIKE [GENERAL]

You can turn a strong defense into a powerful offense.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge.

Benefit: If an opponent attacks you and misses while you are using the total defense action, you can attack that opponent on your next turn with a +4 bonus on your attack roll.

You gain no bonus against an opponent that does not attack you or against an opponent that attacks and hits you.

Special: A fighter may select Defensive Strike as one of his fighter bonus feats.

DEFENSIVE THROW [GENERAL]

You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.

Prerequisites: Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike.

Benefit: If the opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent.

This attempt counts against your allowed attacks of opportunity in the round.

DESTRUCTIVE RAGE [GENERAL]

You can shatter barriers and objects when enraged.

Prerequisites: Rage or frenzy ability.

Benefit: While you are in a rage or frenzy, you gain a +8 bonus on any Strength checks you make to break down doors or break inanimate, immobile objects.

EARTH'S EMBRACE [GENERAL]

You can crush opponents when you grapple them.

Prerequisites: Str 15, Improved Grapple or improved grab, Improved Unarmed Strike.

Benefit: While grappling, if you pin your opponent, you deal an extra 1d12 points of damage in each round that you maintain the pin.

You must hold your opponent immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than the one you're

pinning) a +4 bonus on attack rolls against you (but you are not helpless).

You do not gain this extra damage against creatures that are immune to critical hits.

Normal: You may deal normal damage to a pinned opponent by making a successful grapple check.

EAGLE CLAW ATTACK [GENERAL]

Your superior insight allows you to strike objects with impressive force.

Prerequisites: Wis 13, Improved Sunder, Improved Unarmed Strike.

Benefit: When you make an unarmed strike against an object, you may add your Wisdom bonus to the damage dealt to the object.

EXTEND RAGE [GENERAL]

You are able to maintain your rage longer than most.

Prerequisites: Rage or frenzy ability.

Benefit: Each of the uses of your rage or frenzy ability lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times. Its effects stack.

EXTRA RAGE [GENERAL]

You may rage more frequently than normal.

Prerequisites: Rage or frenzy ability.

Benefit: You rage or frenzy two more times per day than you otherwise could.

Special: You can take this feat multiple times. Its effects stack.

EXTRA SMITING [GENERAL]

You can make more smite attacks.

Prerequisites: Smite ability, base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day.

Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.

EXTRA STUNNING [GENERAL]

You gain extra stunning attacks.

Prerequisites: Stunning Fist, base attack bonus +2.

Benefit: You gain the ability to make three extra stunning attacks per day.

Special: You can take this feat multiple times. Its effects stack.

EYES IN THE BACK OF YOUR HEAD [GENERAL]

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: Attackers do not gain the usual +2 bonus on their attack rolls when flanking you.

This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to Armor Class, such as when you are flat-footed.

You may still be sneak attacked when flanked.

Normal: When you are flanked, the flanking opponents receive a +2 bonus on their attack rolls against you.

FASTER HEALING [GENERAL]

You recover faster than normal.

Prerequisites: Base Fortitude save bonus +5.

Benefit: You recover lost hit points and ability score points faster than you normally would, according to the table on the next page.

FAVORED POWER ATTACK [GENERAL]

You are able to deal more damage against your favored enemies.

Prerequisites: Favored enemy ability, Power Attack, base attack bonus +4.

Benefit: When you use the Power Attack feat against a favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls, if you attack with a weapon in two hands, add three times the number.

The normal restrictions of the Power Attack feat apply.

FISTS OF IRON [GENERAL]

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt).

You deal an extra 1d6 points of damage when you make a successful unarmed attack.

Each attempt counts as one of your uses of the Stunning Fist feat for the day.

FLEET OF FOOT [GENERAL]

You run nimbly, able to turn corners without losing momentum.

Prerequisites: Dex 15, Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less.

You can't use this feat in medium or heavy armor, or if you're carrying a medium or heavier load.

If you are charging, you must move in a straight line for 10 feet (2 squares) after the turn to maintain the charge.

Normal: Without this feat you can run or charge only in a straight line.

FLICK OF THE WRIST [GENERAL]

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only).

You may use this feat only once per round and once per opponent during any single combat encounter.

FLYING KICK [GENERAL]

You literally leap into battle, dealing devastating damage.

Prerequisites: Str 13, Jump 4 ranks, Improved Unarmed Strike, Power Attack.

Benefit: When fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack.

FREEZING THE LIFEBLOOD [GENERAL]

You can paralyze a humanoid opponent with an unarmed attack.

Prerequisites: Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +10.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt).

Against a humanoid opponent, you can make an unarmed attack that deals no damage but has a chance of paralyzing your target.

If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), if the target fails this saving throw, it is paralyzed for 1d4+1 rounds.

Each attempt to paralyze an opponent counts as one of your uses of the Stunning Fist feat for the day.

Creatures immune to stunning cannot be paralyzed in this manner.

Special: A fighter may select Freezing the lifeblood as one of his fighter bonus feats.

GREATER KIAI SHOUT [GENERAL]

Your kiai shout can panic your opponents.

Prerequisites: Cha 13, Kiai Shout, base attack bonus +9.

Benefit: When you make a kiai shout, your opponents are panicked for 2d6 rounds unless they succeed on Will saves (DC 10 + 1/2 your character level + your Cha modifier).

The kiai shout affects only opponents with fewer Hit Dice or levels than you have.

GREATER RESILIENCY [GENERAL]

Your extraordinary resilience to damage increases.

Prerequisites: Damage reduction as a class feature or innate ability.

Benefit: Your damage reduction increases by 1.

If it would normally rise thereafter with level, it does so at its previous rate, adding the +1 normally.

For example, a 13th-level barbarian has damage reduction 3/—.

By taking this feat, he raises it to 4/—.

When he reaches 16th level, his damage reduction becomes 5/— and at 19th level, it becomes 6/—.

You may not take this feat more than once.

This feat has no effect on the type of weapon or damage that overcomes your damage reduction.

If you have more than one form of damage reduction, choose which to increase when you take this feat.

HIT POINTS RECOVERED PER CHARACTER LEVEL PER DAY

	With Faster Healing	With Faster Healing and Long-Term Care from a Successful Heal Check	Normal	Normal and Long-Term Care from a Successful Heal Check
Strenuous activity	1	2	0	0
Light activity	1.5	3	1	2
Complete bed rest	2	4	1.5	3

ABILITY SCORE POINTS RECOVERED PER DAY

	With Faster Healing	With Faster Healing and Long-Term Care from a Successful Heal Check	Normal	Normal and Long-Term Care from a Successful Heal Check
Strenuous activity	2	3	0	0
Light activity	2	3	1	2
Complete bed rest	2	3	2	4

GREATER TWO-WEAPON DEFENSE [GENERAL]

When fighting with two weapons, your defenses are extraordinarily strong.

Prerequisites: Dex 19, Improved Two-Weapon Defense, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +11.

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +3 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +6.

Special: A fighter may select Greater Two-Weapon Defense as one of his fighter bonus feats.

HAMSTRING [GENERAL]

You can wound your opponents' legs, hampering their movement.

Prerequisites: Sneak attack ability, base attack bonus +4.

Benefit: If you hit with a melee sneak attack, you may choose to forgo 2d6 points of extra sneak attack damage to reduce your opponent's base speed by half.

This speed reduction ends after 24 hours have passed or a successful DC 15 Heal check or the application of any *cure* spell or other magical healing is made.

Creatures immune to sneak attack damage and creatures with no legs or more than four legs can't be slowed down with a hamstring attack.

It takes two successful hamstring attacks to affect quadrupeds.

Other speeds (fly, burrow, and so on) aren't affected.

You may use this ability once per round.

HOLD THE LINE [GENERAL]

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten.

Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

IMPROVED BUCKLER DEFENSE [GENERAL]

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency.

Benefit: When you attack with a weapon in your offhand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

Special: A fighter may select Improved Buckler Defense as one of his fighter bonus feats.

IMPROVED COMBAT EXPERTISE [GENERAL]

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

Special: A fighter may select Improved Combat Expertise as one of his fighter bonus feats.

IMPROVED FAMILIAR [GENERAL]

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar (see Familiars, page 52 of the *Player's Handbook*).

This feat was originally presented on page 200 of the *Dungeon Master's Guide*; the description here provides new alternatives for arcane spellcasters who want familiars to stand beside them in battle.

Prerequisite: Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level, and base attack bonus.

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster.

The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

For example, a chaotic good spellcaster could acquire a neutral familiar, A lawful neutral spellcaster could acquire a neutral good familiar.

The spellcaster must have at least the arcane spellcaster level and base attack bonus indicated below in order to acquire the familiar.

Familiar	Alignment	Arcane Spellcaster	
		Level	Base Attack Bonus
Krenshar	Neutral	3rd	+3
Worg	Neutral evil	3rd	+3
Blink dog	Lawful good	5th	+5
Hell hound	Lawful evil	5th	+5
Hippogriff	Neutral	7th	+7
Howler	Chaotic evil	7th	+7
Winter wolf	Neutral evil	7th	+7

Improved familiars otherwise use the rules presented on pages 52 and 53 of the *Player's Handbook*.

Granted Abilities: In addition to their own special qualities, all familiars grant their masters the Alertness feat, the benefit of an empathic link, and the ability to share spells with the familiar.

Improved Evasion (Ex): If a familiar is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and only half damage on a failed save.

IMPROVED FAVORED ENEMY [GENERAL]

You know how to hit your favored enemies where it hurts.

Prerequisites: Favored enemy ability, base attack bonus +5.

Benefit: You deal an extra 3 points of damage to your favored enemies.

This benefit stacks with any existing favored enemy bonus gained from another class.

IMPROVED MOUNTED ARCHERY [GENERAL]

You can make ranged attacks from a mount almost as well as you can from the ground.

Prerequisites: Ride 1 rank, Mounted Archery, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon if your mount is taking a double move is eliminated, and the penalty for using a ranged weapon when your mount is running is lessened from -4 to -2. You can attack at any time during your mount's move.

Special: A fighter may select Improved Mounted Archery as one of his fighter bonus feats.

IMPROVED RAPID SHOT [GENERAL]

You are an expert at firing weapons with exceptional speed.

Prerequisites: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

IMPROVED TOUGHNESS [GENERAL]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice.

Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point.

If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

IMPROVED TWO-WEAPON DEFENSE [GENERAL]

You gain a significant defensive advantage while fighting with two weapons.

Prerequisites: Dex 17, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +6.

Benefit: When wielding two weapons (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your Armor Class.

When you are fighting defensively or using the total defense action, this shield bonus increases to +4.

Special: A fighter may select Improved Two-Weapon Defense as one of his fighter bonus feats.

IMPROVED WEAPON FAMILIARITY [GENERAL]

You are familiar with all exotic weapons common to your people.

Prerequisite: Base attack bonus +1.

Benefit: You can treat all the exotic weapons associated with your race as martial weapons rather than as exotic weapons.

A weapon is treated as being associated with a race if the race's name appears as part of the weapon's name, such as the elven thinblade (see Chapter 4 of this book) or the dwarven urgrosh.

Normal: Without this feat, you must select the Exotic Weapon Proficiency feat (or have the appropriate weapon familiarity as a racial trait) to eliminate the nonproficiency penalty you take when wielding an exotic weapon associated with your race.

Special: A fighter may select Improved Weapon Familiarity as one of his fighter bonus feats.

INSTANTANEOUS RAGE [GENERAL]

You activate your rage Instantly.

Prerequisites: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised.

You can activate your rage as a free action in response to another's action.

Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event.

For example, you can choose to enter a rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack.

You must be aware of the attack, but you may be flat-footed.

Normal: You enter a rage only during your turn.

INTIMIDATING RAGE [GENERAL]

Your rage engenders fear in your opponents.

Prerequisites: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the Players Handbook).

A foe that you successfully demoralize remains shaken for as long as you continue to rage.

You may only use this feat against a single foe in any particular encounter.

KARMIC STRIKE [GENERAL]

You have learned to strike when your opponent is most vulnerable—the same instant your opponent strikes you.

Prerequisites: Dex 13, Combat Expertise, Dodge.

Benefit: You can make an attack of opportunity against an opponent that hits you in melee.

On your action, you choose to take a –4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you.

The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

KIAI SHOUT [GENERAL]

You can bellow forth a shout that strikes terror into your enemies.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: Making a kiai shout is a standard action.

Opponents who can hear your shout and who are within 30 feet of you may become shaken for 1d6 rounds.

The kiai shout affects only opponents with fewer Hit Dice or levels than you have.

An opponent in the affected area can resist the effect with a successful Will save (DC 10 + 1/2 your character level + your Cha modifier).

You can use the benefit of this feat three times per day.

MONKEY GRIP [GENERAL]

You are able to use a larger weapon than other people your size.

Prerequisite: Base attack bonus +1.

Benefit: You can use melee weapons one size category larger than you are with a –2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change.

For instance, a Large longsword (a one-handed weapon for a large creature) is considered a two-handed weapon for a Medium creature that does not have this feat.

For a Medium creature that has this feat, it is still considered a one-handed weapon.

You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands.

You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

Normal: You can use a melee weapon one size category larger than you are with a –2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed weapon, and you cannot use a larger two-handed weapon at all.

PAIN TOUCH [GENERAL]

You cause intense pain in an opponent with a successful stunning attack.

Prerequisites: Wis 15, Stunning Fist, base attack bonus +2.

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned.

Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures that are more than one size category larger than the feat user.

PHALANX FIGHTING [GENERAL]

You are trained in fighting in close formation with your allies.

Prerequisites: Proficiency with a heavy shield, base attack bonus +1.

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armor Class.

In addition, if you are within 5 feet of an ally who is also using a heavy shield and light weapon and who also has this feat, you may form a shield wall.

A shield wall provides an extra +2 bonus to AC and a +1 bonus on Reflex saves to all eligible characters participating in the shield wall.

For example, a single character with this feat gains a +1 bonus to his AC.

If two or more characters who all know this feat are adjacent, they each gain an extra +2 bonus to AC (for a total of +3) and a +1 bonus on Reflex saves.

Special: A fighter may select Phalanx Fighting as one of his fighter bonus feats.

PIN SHIELD [GENERAL]

You know how to get inside your opponent's guard by pinning his shield out of the way.

Prerequisites: Two-Weapon Fighting, base attack bonus +4.

Benefit: This feat can be used only when fighting against an opponent who is using a shield and who is your size or one size category bigger or smaller than you.

When making a full attack action, you may give up all your off-hand attacks, if you do, you momentarily pin your opponent's shield with your off-hand weapon, and all your remaining attacks during the round are made with your primary weapon (with the normal penalties for fighting with two weapons), and your foe gains no Armor Class benefit from her shield until the end of your action.

You cannot use this feat if you are fighting with only one weapon.

POWER CRITICAL [GENERAL]

Choose one weapon, such as a longsword or a greataxe.

With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times.

Each time you take the feat, it may be with a different weapon or the same weapon, if you take it with the same weapon, the effects of the feats stack.

PRONE ATTACK [GENERAL]

You can attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2.

Benefit: You can make an attack from the prone position and take no penalty on your attack roll, if your attack roll is successful, you may regain your feet immediately as a free action.

Opponents gain no bonus on melee attacks against you while you are prone.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

RANGED DISARM [GENERAL]

You can disarm a foe from a distance.

Prerequisites: Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: Choose one type of ranged weapon with which you are proficient.

You can make a disarm attempt with this weapon as long as your target is within 30 feet.

Special: A fighter may select Ranged Disarm as one of his fighter bonus feats.

You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new ranged weapon.

When using this feat, a character gains no benefit from the Improved Disarm feat.

RANGED PIN [GENERAL]

You can perform a ranged grapple attempt against an opponent not adjacent to you.

Prerequisites: Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: You can perform a ranged grapple attempt against an opponent by pinning a bit of its clothing to a nearby surface.

The target must be within 5 feet of a wall, tree, or other surface in which a thrown weapon or projectile can be stuck and must be wearing some sort of clothing, armor, or other accoutrement.

You must succeed on a ranged attack (not a ranged touch attack) and then win an opposed grapple check (your size modifier and the target's size modifiers still apply).

To break free, the victim must make a DC 15 Strength check or a DC 15 Escape Artist check as a standard action.

Special: A fighter may select Ranged Pin as one of his fighter bonus feats.

When using this feat, a character gains no benefit from the Improved Grapple feat.

RANGED SUNDER [GENERAL]

You can attack an opponent's weapon from a distance.

Prerequisites: Str 13, Point Blank Shot, Precise Shot, base attack bonus +5.

Benefit: When attacking objects, you deal full damage (instead of half damage) with slashing or bludgeoning ranged weapons.

You can make ranged sunder attempts with piercing weapons, such as arrows, but you only deal half damage; divide the damage dealt by 2 before applying the object's hardness.

(See the sunder special attack on page 158 of the *Player's Handbook*, as well as page 166 for the hardness of common substances and kerns).

You must be within 30 feet of your opponent to make a ranged sunder attempt.

Normal: Objects take half damage from ranged weapons (other than siege engines and the like).

You can only sunder with a melee attack using a slashing or bludgeoning weapon.

Special: A fighter may select Ranged Sunder as one of his fighter bonus feats.

When using this feat, a character gains no benefit from the Improved Sunder feat.

RAPID STUNNING [GENERAL]

You can use your stunning attacks in rapid succession.

Prerequisites: Combat Reflexes, Stunning Fist, base attack bonus +6.

Benefit: You may use one additional stunning attack (or other special attack that counts against your daily limit of stunning attacks) per round.

Normal: You may only attempt a stunning attack (or any other special attack that counts against your daily limit of stunning attacks) once per round.

Special: A fighter may select Rapid Stunning as one of his fighter bonus feats.

A character can take this feat multiple times.

Its effects stack.

ROUNABOUT KICK [GENERAL]

You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.

Prerequisites: Str 15, Improved Unarmed Strike, Power Attack.

Benefit: If you score a critical hit on an unarmed attack, you can immediately make an additional unarmed attack against the same opponent, using the same attack bonus that you used for the critical hit roll.

For example, Ember the 15th-level monk can make three unarmed attacks in a round, at base attack bonuses of +11, +6, and +1.

If she scores a critical hit on her second attack, she can make an additional attack using her +6 base attack bonus. She then makes her third attack (at +1) as normal.

SHARP-SHOOTING [GENERAL]

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats.

SHIELD CHARGE [GENERAL]

You deal extra damage if you use your shield as a weapon when charging.

Prerequisites: Improved Shield Bash, base attack bonus +3.

Benefit: If you hit an opponent with your shield as part of a charge action, in addition to dealing damage normally, you may make a trip attack without provoking an attack of opportunity, if you lose, the defender does not get to try to trip you in return.

Special: A fighter may select Shield Charge as one of his fighter bonus feats.

SHIELD SLAM [GENERAL]

You can use your shield to daze your opponent.

Prerequisites: Improved Shield Bash, Shield Charge, base attack bonus +6.

Benefit: As a full-round action or as a charge action, you may make an attack with your shield against an opponent, if you hit, you force the target damaged by this attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) addition to dealing damage normally.

A defender who fails this saving throw is dazed for 1 round (until just before your next action).

Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be dazed.

Special: A fighter may select Shield Slam as one of his fighter bonus feats.

SWARMFIGHTING [GENERAL]

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

Prerequisites: Small size, Dex 13, base attack bonus +1.

Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmingfighting feat at no penalty.

When you engage a Medium or larger creature in melee, and at least one other ally with the Swarmingfighting feat threatens the target, you gain a +1 morale bonus on the attack roll.

This bonus increases by +1 for each additional ally beyond the first with the Swarmingfighting feat that threatens the same target.

The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

THROW ANYTHING [GENERAL]

In your hands, any weapon becomes a deadly ranged weapon.

Prerequisites: Dex 15, proficiency with weapon, base attack bonus +2.

Benefit: You can throw a melee weapon you are proficient with as if it were a ranged weapon.

The range increment of weapons used in conjunction with this feat is 10 feet.

Normal: You can't throw a melee weapon without taking a -4 penalty unless it has a range increment (such as a hand axe or a dagger).

WEAKENING TOUCH [GENERAL]

You can temporarily weaken an opponent with your unarmed strike.

Prerequisites: Wis 17, Improved Unarmed Strike, Stunning fist, base attack bonus +2.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt).

You can make an unarmed attack that deals no damage, but instead applies a -6 penalty to the target's Strength score for 1 minute.

Multiple weakening touches delivered on the same target are not cumulative.

Each attempt to deliver a weakening touch counts as one of your Stunning Fist attacks for the day.

Creatures with immunity to stun effects cannot be affected by this feat.

Special: A fighter may select Weakening Touch as one of his fighter bonus feats.

ZEN ARCHERY [GENERAL]

Your intuition guides your hand when you use a ranged weapon.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: You can use your Wisdom modifier instead of your Dexterity modifier when making a ranged attack roll.

DIVINE FEATS

DIVINE CLEANSING [DIVINE]

You can channel energy to improve your allies' ability to resist attacks against their vitality and health.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, you can spend one of your turn or rebuke undead attempts to grant all allies (including yourself; within a 60-foot burst a +2 sacred bonus on fortitude saving throws for a number of rounds equal to your Charisma modifier.

DIVINE MIGHT [DIVINE]

You can channel energy to increase the damage you deal in combat.

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

DIVINE RESISTANCE [DIVINE]

You can channel energy to temporarily reduce damage you and your allies take from some sources.

Prerequisites: Turn or rebuke undead ability, Divine Cleansing.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to imbue all allies within a 60-foot burst (including yourself) with resistance to cold 5, electricity 5, and fire 5.

This resistance does not stack with similar resistances, such as those granted by spells or special abilities.

The protection lasts for a number of rounds equal to your Charisma modifier.

DIVINE SHIELD [DIVINE]

You can channel energy to make your shield more effective for either offense or defense.

Prerequisites: Turn or rebuke undead ability, proficiency with a shield.

Benefit: As a standard action, spend one of your turn/rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Charisma modifier. This bonus applies to the shield's bonus to Armor Class and lasts for a number of rounds equal to half your character level.

DIVINE VIGOR [DIVINE]

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

SACRED VENGEANCE [DIVINE]

You can channel energy to deal extra damage against undead in melee.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a free action, spend one of your turn undead attempts to add 2d6 points of damage to all your successful melee attacks against undead until the end of the current round.

EPIC FEATS

ARMOR SKIN [EPIC]

Your skin becomes like armor.

Benefit: You gain a +1 natural armor bonus to Armor Class, or your existing natural armor bonus increases by +1.

Special: A character can gain this feat multiple times. Its effects stack.

COMBAT ARCHERY [EPIC]

You can fire a bow in melee safely.

Prerequisites: Dodge, Mobility, Point Blank Shot.

Benefit: You do not provoke attacks of opportunity when firing a bow.

Normal: Without this feat, you provoke attacks of opportunity from all opponents who threaten you whenever you use a bow.

COMBAT INSIGHT [EPIC]

Your keen intellect allows you to place melee attacks where they will deal the most damage.

Prerequisites: Combat Expertise, Epic Prowess, base attack bonus +15.

Benefit: When wielding a melee weapon, add your Intelligence modifier rather than your Strength modifier to the weapon's damage rolls.

DAMAGE REDUCTION [EPIC]

You can shrug off some damage from attacks.

Prerequisites: Con 21.

Benefit: You gain damage reduction 3/—.

This benefit doesn't stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with damage reduction granted by permanent magical effects, class features, or this feat itself.

Special: A character can gain this feat multiple times. Each time you gain the feat, your damage reduction increases by 3.

EPIC COMBAT EXPERTISE [EPIC]

You have extraordinary talent at using your combat skill for defense.

Prerequisites: Int 19, Combat Expertise, base attack bonus +21.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as –5 on your attack rolls and add the same number (+5 or less) as a dodge bonus to your Armor Class and to the Armor Class of an adjacent friendly creature.

The changes to attack rolls and Armor Class last until your next action.

The effect of this feat supersedes the effect of the Combat Expertise feat; you can't use both feats simultaneously to gain two dodge bonuses.

EPIC PROWESS [EPIC]

You have great skill in combat.

Benefit: Gain a +1 bonus on all attack rolls.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC TOUGHNESS [EPIC]

You are preternaturally tough.

Benefit: You gain +30 hit points.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC SUNDER [EPIC]

You deal extra damage when attacking objects.

Prerequisites: Str 25, Epic Prowess, Improved Sunder, Power Attack.

Benefit: When attacking an object, you may double any extra damage derived from Strength.

When attempting to break an object with sudden force rather than dealing damage, you gain a +4 bonus on your Strength check.

EPIC WEAPON FOCUS [EPIC]

You are especially good at using one chosen type of weapon.

Prerequisite: Greater Weapon Focus and Weapon Focus with the weapon chosen.

Benefit: Add a +2 bonus on all attack rolls you make using the selected weapon.

This bonus stacks with other bonuses on attack rolls, including the bonuses from Weapon Focus and Greater Weapon Focus.

Special: A character can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a different type of weapon.

LEGENDARY RIDER [EPIC]

You can ride a mount in combat with ease, even bareback.

Prerequisite: Ride 24 ranks.

Benefit: You don't take a penalty on Ride checks when riding a mount without a saddle (bareback).

You never need to make a Ride check to control a mount in combat (and even controlling a mount not trained for combat doesn't require an action).

Normal: Without this feat, you take a -5 penalty on Ride checks without a saddle, and you must make a Ride check to control a mount in combat (and controlling a mount not trained for combat requires a move action).

PERFECT TWO-WEAPON FIGHTING [EPIC]

You can attack with your off-hand weapon as frequently as with your primary weapon.

Prerequisites: Dex 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: When making a full attack, you can make as many attacks with your off-hand weapon as with your primary weapon, using the same base attack bonus. For example, a character with this feat and a base attack bonus of +18/+13/+8/+3 could make four attacks per round with his primary weapon and four attacks per round with his off-hand weapon, using the same set of base attack bonuses.

You still take the normal penalties for fighting with two weapons.

Normal: Without this feat, you can only make a single attack with an off-hand weapon during a full attack (or two attacks with an off-hand weapon if you have Improved Two-Weapon Fighting, or three attacks with an off-hand weapon if you have Greater Two-Weapon Fighting).

WIELD OVERSIZED WEAPON [EPIC]

You can use larger than normal weapons with ease.

Prerequisites: Str 25, Monkey Grip*, base attack bonus +21.

Benefit: You can treat any weapon as if it were one size category smaller than normal and one category "lighter" for the purpose of determining the amount of effort it takes to wield.

For instance, a halfling with this feat could wield a Medium short sword as a Small light weapon, or a human could wield an ogre's Large greatclub as a Medium two-handed weapon.

The weapon still deals its normal amount of damage.

Normal: You may only wield weapons of your size without penalty.

* New feat described in Chapter 3 of this book.

TACTICAL FEATS

CAVALRY CHARGER [TACTICAL]

Fighting from the back of a steed is second nature to you.

Prerequisites: Mounted Combat, Spirited Charge, Trample, base attack bonus +6.

Benefit: The Cavalry Charger feat enables the use of three tactical maneuvers.

Unhorse: To use this maneuver, you must be mounted and charge a mounted foe.

If your charge attack hits, you may make a free bull rush attempt.

If the bull rush attempt succeeds, you move your foe normally, but his mount remains where it was.

Leaping Charge: To use this maneuver, you must be mounted and charge a foe at least one size category smaller than your mount.

Make a Ride check at the conclusion of the move portion of the charge action.

Prior to making the roll, determine the DC of the check: either DC 10 for a chance to deal 2 extra points of damage or DC 20 for a chance to deal 4 extra points of damage.

If you fail this Ride check, you miss your target (no attack roll) and if you fail this Ride check by 5 or more, you miss your target and fall off your mount, landing in a square adjacent to the mount's space.

Fell Trample: You can make mounted overrun attempts against more than one foe, resolving each attempt according to the rules on page 157 and 158 of the *Player's Handbook*.

Your mount gets a hoof attack against each foe you successfully overrun.

Special: A fighter may select Cavalry Charger as one of his fighter bonus feats.

COMBAT BRUTE [TACTICAL]

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe.

During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe.

For example, if you pushed an ore back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that ore on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*).

If you do so, you gain an immediate additional melee attack against the foe.

The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round.

The penalty you take on your attack roll must be -5 or worse.

Your attacks during the second round gain a bonus equal to your attack roll penalty $\times 1-1/2$, or $\times 3$ if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

ELUSIVE TARGET [TACTICAL]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat.

The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed.

If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square.

If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

FORMATION EXPERT [TACTICAL]

You are trained at fighting in ranks and files.

Prerequisites: Base attack bonus +6.

Benefit: The Formation Expert feat enables the use of three tactical maneuvers.

You gain the benefit of the feat even if you are fighting in formation with allies that do not have this feat.

Lock Shields: To use this maneuver, you must have a ready shield, and adjacent allies on opposite sides of you must have ready shields.

You gain a +1 bonus to Armor Class.

Step into the Breach: To use this maneuver, you must be within a single move of an ally who falls in combat, and an ally must occupy every square between you and the fallen comrade.

You can immediately Take a single move action (as if you had readied an action to do so) to move into the square the fallen ally occupies.

Wall of Polearms: To use this maneuver, you must be wielding a shortspear, longspear, trident, glaive, guisarme, halberd, or ranseur, and you must have adjacent allies wielding weapons identical to yours on opposite sides of you.

You gain a +2 bonus on attack rolls.

Special: A fighter may select Formation Expert as one of his fighter bonus feats.

GIANTBANE [TACTICAL]

You are trained in fighting foes larger than you are.

Prerequisites: Medium or smaller size.

Tumble 5 ranks, base attack bonus +6.

Benefit: The Giantbane feat enables the use of three tactical maneuvers.

Duck Underneath: To use this maneuver, you must have taken a total defense action, then have been attacked by a foe at least two size categories larger than you.

You gain a +4 dodge bonus to your Armor Class, which stacks with the bonus for total defense.

If that foe misses you, on your next turn, as a free action, you may make a DC 15 Tumble check.

If the check succeeds, you move immediately to any unoccupied square on the opposite side of the foe (having successfully ducked underneath your foe).

If there is no unoccupied square on the opposite side of the foe or you fail the Tumble check, you remain in the square you are in and have failed to duck underneath your foe.

Death from Below: To use this maneuver, you must have successfully used the duck underneath maneuver.

You may make an immediate single attack against the foe you ducked underneath.

That foe is treated as flat-footed, and you gain a +4 bonus on your attack roll.

Climb Aboard: To use this maneuver, you must move adjacent to a foe at least two size categories larger than you.

In the following round, you may make a DC 10 Climb check as a free action to clamber onto the creature's back or limbs (you move into one of the squares the creature occupies).

The creature you're standing on takes a -4 penalty on attack rolls against you, because it can strike at you only awkwardly, if the creature moves during its action, you move along with it.

The creature can try to shake you off by making a grapple check opposed by your Climb check, if the creature succeeds, you wind up in a random adjacent square.

Special: A fighter may select Giantbane as one of his fighter bonus feats.

RAPTOR SCHOOL [TACTICAL]

You know martial arts techniques inspired by hunting birds.

Prerequisites: Wis 13, Jump 5 ranks, base attack bonus +6.

Benefit: The Raptor School feat enables the use of three tactical maneuvers.

Eagle's Swoop: To use this maneuver, you must charge a foe or jump down on your enemy from at least 10 feet up (see page 77 of the *Player's Handbook*).

Wake a jump check as a free action immediately before your next attack.

Prior to making the roll, determine the DC of the check: either DC 15 for a chance to deal 2 extra points of damage or DC 25 for a chance to deal 4 extra points of damage. If you fail this Jump check, you miss your target, and if you fail this Jump check by 5 or more, you fall prone in an adjacent square.

Falcon's Feathers: To use this maneuver, you must be wearing a cloak.

As a standard action, you can whip the cloak around you in a distracting fashion.

Make an attempt to feint in combat (see page 68 of the *Player's Handbook*), using your base attack bonus instead of your Bluff modifier, if you succeed, your target is treated as flat-footed for the next melee attack you make against it.

Hawk's Eye: To use this maneuver, you must spend at least 1 full round observing your foe.

While doing so, you can take no other actions.

The next melee attack you make against your foe gains a +2 bonus on the attack and damage rolls for every round you have just spent observing the foe, to a maximum bonus of +6 (for 3 consecutive full rounds of observation), if the target of your observation attacks you while you're observing, or if you don't make the melee attack within 3 rounds of the end of your observation, you don't get the benefit of the feat.

SHOCK TROOPER [TACTICAL]

You are adept at breaking up formations of soldiers when you rush into battle.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge, for every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe.

You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Heedless Charge: To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat.

The penalty you take on your attack roll must be -5 or worse.

In addition to normal charge modifiers (which give you a -2 penalty to AC and a +2 bonus on the attack roll), you can

assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

SUN SCHOOL [TACTICAL]

You have learned a number of esoteric martial arts techniques inspired by the sun.

Prerequisites: Flurry of blows ability, base attack bonus +4.

Benefit: The Sun School feat enables the use of three tactical maneuvers.

Inexorable Progress of Dawn: To use this maneuver, you must hit the same foe with the first two unarmed attacks from a flurry of blows, if you do, your foe must move back 5 feet, and you may move 5 feet forward if you wish.

This movement does not provoke an attack of opportunity for either character.

Blinking Sun of Noon: To use this maneuver, you must successfully stun the same foe with an unarmed attack two rounds in a row.

In addition to being stunned, that enemy is *confused* for 1d4 rounds thereafter.

Flash of Sunset: To use this maneuver, you must move adjacent to a foe instantaneously, as with a dimension door spell or the monk's abundant step class feature.

If you do so, you can immediately make a single attack at your highest attack bonus against that foe.

WEAPON STYLE FEATS

ANVIL OF THUNDER [STYLE]

You have mastered the style of fighting with hammer and axe at the same time, and have learned to deal thunderous blows with this unique pairing of weapons.

Prerequisites: Str 13, Improved Sunder, Power Attack, Two-Weapon Fighting, Weapon Focus (warhammer or light hammer), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).

Benefit: If you hit the same creature with both your axe and your hammer in the same round, it must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) or be dazed for 1 round.

BEAR FANG [STYLE]

You have mastered the fierce style of fighting with axe and dagger at the same time.

You can bring the fight to close quarters in the blink of an eye.

Prerequisites: Str 15, Power Attack, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).

Benefit: If you hit a creature with both your axe and your dagger in the same round, you deal normal damage with both weapons, and you can choose to immediately attempt to start a grapple as a free action without provoking an attack of opportunity, as if you had the improved grab ability.

No initial touch attack is required.

It you succeed on your grapple attempt, you drop your axe, but you immediately gain an additional attack against your grappled foe with your dagger at your highest base attack bonus (with the normal -4 penalty for attacking in a grapple).

In subsequent rounds, you can use the dagger to attack while grappling at the normal penalty.

CRESCENT MOON [STYLE]

You have mastered the style of fighting with sword and dagger.

You know how to twist an opponent's weapons from its grasp with a single graceful motion while using your two weapons together.

Prerequisites: Improved Disarm, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (bastard sword, longsword, scimitar, or short sword).

Benefit: If you hit the same creature with both your sword and your dagger in the same round, you may make an immediate disarm attempt as a free action.

HAMMER'S EDGE [STYLE]

You are a master of the style of fighting with a hammer and sword at the same time, and have learned to hammer your foes into the ground with your tremendous blows.

Prerequisites: Str 15, Improved Bull Rush, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, or scimitar), Weapon Focus (warhammer or light hammer).

Benefit: If you hit the same creature with both your sword and your hammer in the same round, it must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) or fall prone.

HIGH SWORD LOW AXE [STYLE]

You have mastered, the style of fighting with sword and axe at the same time, and have learned to use this unusual pairing of weapons to pull your opponents off their feet.

Prerequisites: Improved Trip, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, scimitar or shortsword), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).

Benefit: If you hit the same creature with both your sword and your axe in the same round, you may make a free trip attempt against that foe.

(if you succeed, you may immediately use your Improved Trip feat to gain an additional attack against your foe).

LIGHTNING MACE [STYLE]

You are a master of fighting with two maces at the same time, and have learned to strike your foes with lightning speed.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (light mace).

Benefit: Whenever you roll a threat on an attack roll while using a light mace in each hand, you gain an additional attack at that same attack bonus.

NET AND TRIDENT [STYLE]

You are a master of fighting with the net and the trident, and have learned to quickly follow up a successful net throw with a deadly jab of the trident.

Prerequisites: Dex 15, Exotic Weapon Proficiency (net), Two-Weapon Fighting, Weapon Focus (trident).

Benefit: As a full-round action, you can make a combined attack with your net and trident.

First, you throw your net; if you hit and successfully control your foe by winning the opposed Strength check, you may immediately take a 5-foot step toward your opponent and make a full attack with your trident.

QUICK STAFF [STYLE]

You have mastered the style of fighting with a quarterstaff, and have learned special maneuvers that complement this unique weapon.

Prerequisites: Combat Expertise, Dodge, Two-Weapon Fighting, Weapon Focus (quarterstaff).

Benefit: When you use Combat Expertise to gain a dodge bonus while wielding a quarterstaff, you gain a dodge bonus 2 points higher than the penalty you take on your attack rolls.

For example, if you take a -1 penalty on your attack rolls, you gain a +3 dodge bonus to your AC.

SPINNING HALBERD [STYLE]

You have mastered the style of fighting with a halberd, and can use all parts of the weapon—blade, spike, hook, or butt—to strike devastating blows.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (halberd).

Benefit: When you make a full attack with your halberd, you gain a +1 dodge bonus to your Armor Class as well as an additional attack with the weapon at a -5 penalty.

This attack deals points of bludgeoning damage equal to 1d6 + 1/2 your Strength modifier.

THREE MOUNTAINS [STYLE]

You are a master of fighting with powerful bludgeoning weapons.

Prerequisites: Str 13, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (heavy mace, morningstar, or greatclub).

Benefit: If you strike the same creature twice in the same round with your heavy mace, morningstar, or greatclub, it must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) or be nauseated by the pain for 1 round.

DEFENDERS OF THE FAITH

(3.0)

MAIN SECTION FEATS

DIVINE CLEANSING [DIVINE]

You can channel energy to improve you and your allies' ability to resist poison and curses.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Extra Turning.

Benefit: Spend one of your turn/rebuke undead attempts to grant all allies within a 60-foot burst (including yourself) a +2 sacred bonus on Fortitude saving throws for a number of rounds equal to your Charisma modifier.

DIVINE MIGHT [DIVINE]

You can channel energy to increase the damage you deal in combat.

Prerequisite: Ability to turn or rebuke undead, Cha 13+, Str 13+, Power Attack.

Benefit: Spend one of your turn/rebuke undead attempts to add your Charisma bonus to your weapon damage for a number of rounds equal to your Charisma bonus.

DIVINE RESISTANCE [DIVINE]

You can channel energy to temporarily reduce damage you and your allies take from some sources.

Prerequisite: Ability to turn or rebuke undead, Extra Turning, Divine Cleansing.

Benefit: Spend one of your turn/rebuke undead attempts to imbue all allies within a 60-foot burst (including yourself) with resistance fire, cold, and electricity resistance 5.

This resistance does not stack with similar resistances, such as those granted by spells or special abilities.

The protection lasts until the end of your next turn.

DIVINE SHIELD [DIVINE]

You can channel energy to make your shield more effective for either offense or defense.

Prerequisites: Ability to turn or rebuke undead, Cha 13+, Str 13+, Power Attack, Improved Shield Bash.

Benefit: Spend one of your turn/rebuke undead attempts to channel energy into your shield, granting it an enhancement bonus equal to your Charisma modifier. This enhancement bonus applies both to the shield's attacks and defense, and lasts for a number of rounds equal to your Charisma modifier.

DIVINE VENGEANCE [DIVINE]

You can channel energy to deal additional damage against undead in melee.

Prerequisites: Ability to turn undead, Extra Turning.

Benefit: Spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action.

DIVINE VIGOR [DIVINE]

You can channel energy to increase your speed and Constitution.

Prerequisites: Ability to turn or rebuke undead, Cha 13+, Extra Turning.

Benefit: Spend one of your turn/rebuke undead attempts to increase your base speed by 10 feet and gain a +2 enhancement bonus to your Constitution.

These effects last a number of minutes equal to your Charisma modifier.

EMPOWER TURNING [SPECIAL]

You can turn or rebuke more undead with a single turning attempt.

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Extra Turning.

Benefit: You can turn or rebuke more undead than usual, but have a harder time affecting undead with a larger number of Hit Dice.

If you take a -2 penalty on your turning check roll, you can add +2d6 to your turning damage roll.

EXTRA SMITING [SPECIAL]

You can make more smite attacks.

Prerequisites: Class level 4+, smite ability.

Benefit: When you take this feat, you gain one additional attempt to smite per day.

Use whatever smite ability you have (for example, that of a paladin, a holy liberator, or a cleric with the Destruction domain).

You can take this feat multiple times.

HEIGHTEN TURNING [SPECIAL]

You can affect more powerful undead with your turning or rebuking attempts.

Prerequisites: Cha 13+, Extra Turning.

Benefit: When you turn or rebuke undead, you may choose a number no higher than your cleric level.

Add that number to your turning check, while subtracting it from your turning damage roll.

If you're not a cleric, you may choose a number no higher than your effective cleric level (for instance, a paladin could choose a number up to two less than his paladin level).

If a prestige class increases your effective turning level, use your effective turning level.

IMPROVED SHIELD BASH [GENERAL]

You can push opponents back by bashing them with your shield.

Prerequisites: Power Attack.

Benefit: Any shield bash you make with a small or large shield also affects your opponent as if you had performed a bull rush.

You don't actually move into your opponent's square or incur attacks of opportunity for the bash.

You also can't move your opponent back more than 5 feet, nor can you move along with the defender.

You can't use this feat with a buckler.

QUICKEN TURNING [SPECIAL]

You can turn or rebuke undead with a moment's thought.

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Extra Turning.

Benefit: You can turn or rebuke undead as a free action, but with a -4 penalty on both your turning check and turning damage roll.

You may still only make one turning attempt per round.

You may use this feat only when you actually attempt to turn or rebuke undead.

You may not use it when you power a divine feat.

REACH SPELL [METAMAGIC]

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of "touch" at any distance up to 30 feet.

The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient.

A reach spell uses up a spell slot two levels higher than the spell's actual level.

SACRED SPELL [METAMAGIC]

Your damaging spells are imbued with divine power.

Benefit: Half of the damage dealt by a sacred spell results directly from divine power, and is therefore not subject to being reduced by *protection from elements* or similar magic. The other half of the damage dealt by the spell is as normal for the spell.

A sacred spell uses up a spell slot two levels higher than the spell's actual level.

Only divine spells can be cast as sacred spells.

SHIELD CHARGE [GENERAL]

You deal extra damage if you use your shield as a weapon when charging.

Prerequisites: Power Attack, Improved Shield Bash.

Benefits: When you attack with your shield as part of a charge action, you inflict double normal damage.

SIDEBAR FEATS

LEADERSHIP FEAT OPTIONS []

TABLE 1-4: DRAGON COHORTS

Lawful Good Dragons	CR	Level	Equivalent
Bronze dragon (young)*	6		11th
Silver dragon (young)*	6		12th
Bronze dragon (juvenile)	8		13th
Gold dragon (young)	8		13th
Silver dragon (juvenile)	9		14th
Cold dragon (juvenile)	10		15th
Bronze dragon (young adult)	11		16th
Silver dragon (young adult)	12		17th

Chaotic Good Dragons	CR	Level	Equivalent
Brass dragon (young)*	5		10th
Copper dragon (young)*	6		11th
Brass dragon (juvenile)*	7		12th
Copper dragon (juvenile)*	8		13th
Brass dragon (young adult)	9		14th
Copper dragon (young adult)	10		15th
Brass dragon (adult)	11		16th

Lawful Evil Dragons	CR	Level	Equivalent
Green dragon (young)*	4		9th
Blue dragon (young)*	5		10th
Green dragon (juvenile)	7		12th
Blue dragon (juvenile)	7		13th
Green dragon (young adult)	10		15th
Blue dragon (young adult)	10		16th
Green dragon (adult)	12		17th

Chaotic Evil Dragons	CR	Level	Equivalent
White dragon (young)*	3		8th
Black dragon (young)*	4		9th
White dragon (juvenile)*	5		10th
Black dragon (juvenile)*	6		11th
Red dragon (young)	6		11th
White dragon (young adult)	7		12th
Black dragon (young adult)	8		13th
Red dragon (juvenile)	9		14th
White dragon (adult)	9		14th
Black dragon (adult)	10		15th
Red dragon (young adult)	12		17th

*May be ridden only by a Small rider.

DEITIES AND DEMIGODS (3.0)

MAIN SECTION FEATS

BLINDSIGHT, 5-FT RADIUS [GENERAL]

The deity senses opponents in the darkness.

Prerequisites: Base attack bonus +4, Blind-Fight, Wisdom 19.

Benefit: Using senses such as acute hearing and sensitivity to vibrations, the deity detects the location of opponents who are no more than 5 feet away from it.

Invisibility and *darkness* are irrelevant, though it cannot discern incorporeal beings. (Except for the decreased range, this feat is identical with the exceptional ability *blindsight* defined in the *Monster Manual*).

DISGUISE SPELL [METAMAGIC]

The deity can cast spells without observers noticing it.

Prerequisites: Bardic music, Perform 12 ranks.

Benefit: The deity has mastered the art of casting spells unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch the deity in the act of casting a spell.

Like a silent, stilled spell, a disguised spell can't be identified through Spellcraft.

The deity's performance is obvious to everyone in the vicinity, but the fact that the deity is casting a spell isn't.

Unless the spell visibly emanates from the deity or observers have some other means of determining its source, they don't know where the effect came from.

A disguised spell uses up a spell slot one level higher than the spell's actual level.

DIVINE MIGHT [DIVINE]

The deity can channel energy to increase its damage in combat.

Prerequisites: Ability to turn or rebuke undead, Cha 13, Str 13, Power Attack.

Benefit: The deity can spend one of its turn/rebuke undead attempts to add its Charisma modifier to its weapon damage for a number of rounds equal to its Charisma modifier.

This is a supernatural ability.

DIVINE VENGEANCE [DIVINE]

The deity can channel energy to do additional energy damage in combat against undead.

Prerequisites: Ability to turn undead, Extra Turning.

Benefit: The deity can spend one of its turn undead attempts to add 2d6 points of sacred energy damage to all its successful melee attacks against undead until the end of its next action.

This is a supernatural ability.

ENERGY SUBSTITUTION [METAMAGIC]

The deity can modify a spell that uses energy to use another type of energy.

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: The deity chooses one type of energy: acid, cold, electricity, fire, or sonic.

When employing a spell with the acid, cold, electricity, fire, or sonic designator, it can modify the spell to use its chosen type of energy instead.

The altered spell uses a spell slot of the spell's normal level. The altered spell works normally in all respects except the type of damage dealt.

For example, a *fireball* spell changed to a *sonicball* spell works like a *fireball*, but deals sonic damage instead of fire damage.

Special: A deity can gain this feat multiple times.

Each time the feat applies to a different type of energy.

ESCHEW MATERIALS [METAMAGIC]

The deity can cast spells without material components.

Prerequisite: Any other metamagic feat.

Benefit: A spell cast with Eschew Materials can be cast with no material components.

Spells without material components are not affected.

Spells with material components with a cost of more than 1 gp are not affected.

An eschewed spell uses up a spell slot of the spell's normal level.

EXTRA MUSIC [GENERAL]

The deity can use its bardic songs more often than it otherwise could.

Prerequisite: Bardic music.

Benefit: The deity can use its bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per level.

Special: A deity can gain this feat multiple times, adding another four uses of bardic music each time.

EYES IN THE BACK OF YOUR HEAD [GENERAL]

The deity's superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Base attack bonus +3, Wis 19.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking the deity.

This feat grants no effect whenever the deity is attacked without benefit of its Dexterity modifier to AC, such as when it is flat-footed or when it is the target of a rogue's sneak attack.

FLEET OF FOOT [GENERAL]

The deity runs so nimbly that it can turn corners without losing momentum.

Prerequisites: Dex 15, Run.

Benefit: When running or charging, the deity can make a single direction change of 90 degrees or less.

A deity can't use this feat while wearing medium or heavy armor, or if it is carrying a load heavier than light.

Normal: Without this feat, a deity can run or charge only in a straight line.

GREATER MULTIWEAPON FIGHTING [GENERAL]

A deity with three or more hands can fight with a weapon in each hand.

The deity can make up to three attacks per round with each extra weapon.

Prerequisites: Dex 19, three or more hands, Improved Multiweapon Fighting, Multiweapon Fighting, Multidexterity, base attack bonus +15.

Benefit: The deity may make up to three extra attacks with each weapon it wields, albeit with a -5 penalty on the second attack with each weapon and a -10 penalty on the third.

Special: This feat replaces the Greater Two-Weapon Fighting feat for deities with more than two arms.

GREATER SPELL FOCUS [GENERAL]

The deity chooses a school of magic to which it already has applied the Spell Focus feat.

Its magic spells of that school are even more potent than normal.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic the deity selects to focus on. This bonus overlaps (does not stack with) the bonus from Spell Focus.

Special: A deity can gain this feat multiple times, choosing a different school of magic each time.

GREATER SPELL PENETRATION [GENERAL]

The deity's spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration.

Benefit: The deity gets a +4 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance. This bonus overlaps (does not stack with) the bonus from Spell Penetration.

GREATER TWO-WEAPON FIGHTING [GENERAL]

The deity is a master at fighting two-handed.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Fighting, Ambidexterity, base attack bonus +15.

Benefit: In addition to the standard extra attack the deity gets with an off-hand weapon and the second attack with the off-hand weapon provided by Improved Two-Weapon Fighting, the deity gets a third attack with the off-hand weapon, albeit at a -10 penalty (see Table 8-2: Two-Weapon Fighting Penalties in the *Player's Handbook*).

Special: A ranger who meets only the base attack bonus prerequisite and the Improved Two-Weapon Fighting prerequisite can gain this feat but can only use it when wearing light or no armor.

This feat can be taken as one of a fighter's bonus feats.

HOLD THE LINE [GENERAL]

The deity is trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: The deity may make an attack of opportunity against an opponent who charges it.

The attack of opportunity happens immediately before the charge attack is resolved.

IMPROVED GRAPPLE [GENERAL]

The deity is skilled in martial arts that emphasize holds and throws.

Prerequisite: Improved Unarmed Strike.

Benefit: If the deity hits with an unarmed strike, it deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity.

No initial touch attack is required.

The deity can deal normal damage while grappling, rather than subdual damage, without suffering a penalty on its grapple check.

Normal: Characters without this feat make a melee touch attack to grab their opponent and provoke an attack of opportunity doing so.

They also suffer a -4 penalty on their grapple checks when trying to deal normal damage in a grapple.

IMPROVED MULTIWEAPON FIGHTING [GENERAL]

A deity with three or more hands can fight with a weapon in each hand.

The deity can make up to two attacks per round with each extra weapon.

Prerequisites: Dex 15, three or more hands, Multiweapon Fighting, Multidexterity, base attack bonus +9.

Benefit: In addition to the single extra attack the deity gets with each extra weapon from Multiweapon Fighting, it gets a second attack with each extra weapon, albeit at a -5 penalty.

Normal: With only Multiweapon Fighting, a deity can only get a single extra attack with each extra weapon.

Special: This feat replaces the Improved Two-Weapon Fighting feat for deities with more than two arms.

IMPROVED SUNDER [GENERAL]

The deity is adept at placing its attacks precisely where it wants them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefit: When the deity strikes an opponent's weapon, it deals double damage.

JACK OF ALL TRADES [GENERAL]

The deity has picked up a smattering of even the most obscure skills.

Prerequisite: The deity must be at least 6th level.

Benefit: The deity can use any skill untrained, even those that normally require training.

KNOCK-DOWN [GENERAL]

The deity's mighty blows can knock foes off their feet.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15.

Benefit: Whenever the deity deals 10 or more points of damage to its opponent in melee, it makes a trip attack as a free action against the same target.

PERSISTENT SPELL [METAMAGIC]

The deity makes one of its spells last all day.

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (*comprehend languages* or *detect magic*, for example). The deity is still required to concentrate on spells such as *detect magic* and *detect thoughts* to use their effects. Concentrating on such a spell is a standard action that does not provoke an attack of opportunity.

A persistent spell uses up a spell slot four levels higher than the spell's actual level.

PLANT CONTROL [GENERAL]

The deity can channel the power of nature to gain mastery over plant creatures.

Prerequisites: Plant Defiance, ability to cast *speak with plants*.

Benefit: The deity can rebuke or command plant creatures as an evil cleric rebukes undead.

To command a plant, a deity must be able to speak with it via a *speak with plants* effect, though it may do so mentally if desired.

This ability is usable a total number of times per day equal to 3 + the deity's Charisma modifier.

The deity uses its highest caster level to determine the level at which it rebukes plants.

PLANT DEFIANCE [GENERAL]

The deity can channel the power of nature to drive off or stop plant creatures.

Prerequisite: Ability to cast *detect animals or plants*.

Benefit: The deity can turn (but not destroy) plant creatures as a good cleric turns undead.

When determining the result of a turning attempt, treat all destruction results as normal turning.

Treat immobile plant creatures as creatures unable to flee.

This ability is usable a total number of times per day equal to 3 + the deity's Charisma modifier.

The deity uses its highest caster level to determine the level at which it turns plants.

POWER CRITICAL [GENERAL]

The deity chooses one kind of weapon, such as longsword or greataxe.

With this weapon, the deity knows how to hit where it hurts when it counts.

Prerequisites: Proficient with weapon, base attack bonus +12, Improved Critical with weapon.

Benefit: Once per day, before making an attack roll, the deity can declare a single melee attack to automatically be a threat.

If the attack is successful, the deity automatically rolls to confirm the critical hit, regardless of the actual attack roll.

Special: A deity can gain this feat multiple times, choosing a different kind of weapon each time.

This feat can be taken as one of a fighter's bonus feats.

REACH SPELL [METAMAGIC]

The deity can cast touch spells without touching the spell recipient.

Benefit: The deity may cast a spell that normally has a range of touch at any distance up to 30 feet.

The spell effectively becomes a ray, so the deity must succeed at a ranged touch attack to bestow the spell upon the recipient.

A reach spell uses up a spell slot two levels higher than the spell's actual level.

REPEAT SPELL [METAMAGIC]

The deity can cast a spell that repeats the following round.

Prerequisites: Any other metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of the deity's next round of actions.

No matter where the deity is, the secondary spell originates from the same location and affects the same area as the primary spell.

If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off.

A repeated spell uses up a spell slot three levels higher than the spell's actual level.

Repeat Spell cannot be used on spells with a range of touch.

SACRED SPELL [METAMAGIC]

The deity's damaging spells are imbued with divine power.

Benefit: Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic.

The other half of the damage dealt by the spell is as normal.

A sacred spell uses up a spell slot two levels higher than the spell's actual level.

Only divine spells can be cast as sacred spells.

SHARP-SHOOTING [GENERAL]

The deity's skill with ranged weapons lets it score hits others would miss due to an opponent's cover.

Prerequisites: Base attack bonus +3, Point Blank Shot, Precise Shot.

Benefit: The deity gains a +2 bonus on its ranged attack rolls against targets with some degree of cover.

This feat has no effect against foes with zero or total cover.

SUBDUAL SUBSTITUTION [METAMAGIC]

The deity can modify a spell that uses energy to deal damage to deal subdual damage instead.

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: When employing a spell with the acid, cold, electricity, fire, or sonic designator, the deity can modify the spell to deal subdual damage instead of the indicated type of energy damage.

The altered spell uses a spell slot of the spell's normal level. The altered spell works normally in all respects except the type of damage dealt.

For example, a *fireball* spell changed to a *subdualball* spell works like a *fireball*, but it deals subdual damage instead of fire damage.

SUPERIOR EXPERTISE [GENERAL]

The deity has mastered the art of defense in combat.

Prerequisites: Int 13, Expertise, base attack bonus +6.

Benefit: When the deity uses the Expertise feat to improve its Armor Class, the number it subtracts from its attack and adds to its AC can be any number that does not exceed its base attack bonus.

This feat eliminates the +5 maximum for the Expertise feat.

WIDEN SPELL [METAMAGIC]

The deity can increase the area of its spells.

Benefit: A widened burst, emanation, or spread spell has its area increased by 50%.

Spells that do not have an area of one of the three sorts listed above are not affected by this feat.

A widened spell uses up a spell slot three levels higher than the spell's actual level.

DRACONOMICON (3.5)

MAIN SECTION FEATS

CLEVER WRESTLING [GENERAL]

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Improved Unarmed Strike, size Small or Medium.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to escape a grapple or pin.

The size of the bonus depends on your opponent's size:
Opponent Size Bonus Colossal +8 Gargantuan +6 Huge +4 Large +2.

CLOSE-QUARTERS FIGHTING [GENERAL]

You are skilled at fighting at very close range and in evading grappling attempts.

Prerequisite: Base attack bonus +3.

Benefit: You can make an attack of opportunity when someone tries to grapple you, provided that you are not flat-footed or already grappled, even if the attacker has the improved grab ability.

Any damage you deal with your attack of opportunity applies as a bonus to the ensuing grapple check you make to avoid becoming grappled.

This feat does not grant you an additional attack of opportunity in a round, so the feat does not help you if you have no attacks of opportunity available.

Normal: A creature with the improved grab ability does not provoke an attack of opportunity when beginning a grapple.

CUNNING SIDESTEP [GENERAL]

You have a better than normal chance to avoid being bull rushed or tripped.

Prerequisites: Improved Unarmed Strike, Clever Wrestling, size Small or Medium.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on any opposed check you make to avoid being bull rushed, tripped, knocked down, or pushed.

The size of the bonus depends on your opponent's size:

Opponent Size	Bonus
Colossal	+8
Gargantuan	+6
Huge	+4
Large	+2

Special: This feat is effective against the Large and in Charge feat.

The bonus from this feat does not stack with the Clever Wrestling feat.

DEFT STRIKE [GENERAL]

You can place attacks at weak points in your opponent's defenses.

Prerequisites: Int 13, Combat Expertise, Spot 10 ranks, sneak attack +1d6.

Benefit: As a standard action, you can attempt to find a weak point in a visible target's armor.

This requires a Spot check against a DC equal to your target's Armor Class.

If you succeed, your next attack against that target (which must be made no later than your next turn) ignores the target's armor bonus and natural armor bonus to AC (including any enhancement bonuses to armor or natural armor).

Other AC bonuses still apply normally.

If you use a ranged weapon to deliver the attack, your opponent must be within 30 feet of you in order for you to benefit from this feat.

DRAGON COHORT [GENERAL]

You gain the service of a loyal dragon ally.

Prerequisites: Character level 9th, Speak Language (Draconic).

Benefit: You gain a cohort selected from Table 3-14: Dragon Cohorts (page 139), just as you would by selecting the Leadership feat.

However, you may treat the dragon's ECL as if it were 3 lower than indicated.

See Dragons as Cohorts, page 138, for more information.

DRAGON FAMILIAR [GENERAL]

When you are able to acquire a new familiar, you may select a wyrmling dragon as a familiar.

Prerequisites: Cha 13, Speak Language (Draconic), arcane spellcaster level 7th, ability to acquire a new familiar, compatible alignment.

Benefit: When acquiring a new familiar, you can choose a wyrmling dragon.

See Dragons as Familiars, page 141, for more information.

DRAGON HUNTER [GENERAL]

You have made a special study of dragons and know how to defend against a dragon's attacks.

Prerequisite: Wis 13.

Benefit: You gain a +2 dodge bonus to Armor Class against attacks made by dragons and a +2 competence

bonus on saving throws against the spells, attacks, and special abilities of dragons.
Likewise, you gain a +2 competence bonus on any opposed check (such as a bull rush attempt or a grapple check) you make against a dragon.

DRAGON HUNTER BRAVERY [GENERAL]

You resist dragons' frightful presence, and your mere presence helps others resist as well.

Prerequisites: Wis 13, Dragon Hunter.

Benefit: You and all allies within 30 feet who can see you are treated as having +4 HD for the purposes of determining your resistance to the frightful presence of dragons.

All creatures so affected also gain a +4 morale bonus on Will saves made to resist a dragon's frightful presence. Your animal companion, familiar, or special mount automatically succeeds on its Will save to resist the dragon's frightful presence if you succeed on yours (or if your effective Hit Dice total makes you immune).

DRAGON HUNTER DEFENSE [GENERAL]

Your insight into the tactics and abilities of dragons grants you awareness of how best to avoid their magical attacks.

Prerequisites: Wis 13, Dragon Hunter.

Benefit: You gain the evasion ability against the breath weapons of dragons.
(If a dragon's breath weapon allows a Reflex save for half damage, a successful save indicates that you take no damage).

Also, you gain a bonus equal to 1/2 your character level on all saving throws you make against the supernatural or spell-like abilities of dragons.

DRAGON STEED [GENERAL]

You have earned the service of a loyal draconic steed.

Prerequisites: Cha 13, Ride 8 ranks, Speak Language (Draconic).

Benefit: You gain the service of a dragonnel (see page 150) as a steed.

It serves loyally as long as you treat it fairly, much like a cohort.

Special: If you have a special mount (such as from the paladin class feature), this dragonnel replaces your special mount.

See Dragons as Special Mounts, page 139, for details.

DRAGON WILD SHAPE [GENERAL]

You can take the form of a dragon.

Prerequisites: Wis 19, Knowledge (nature) 15 ranks, wild shape ability.

Benefit: You can use your wild shape ability to change into a Small or Medium dragon.
You gain all the extraordinary and supernatural abilities of the dragon whose form you take, but not any spell-like abilities or spellcasting powers.

DRAGONBANE [GENERAL]

You have made a special study of dragons and are adept at pulling off deliberate attacks that take advantage of a dragon's weak spots.

Prerequisites: Int 13, Dragonfoe, base attack bonus +6.

Benefit: You may use a full-round action to make a single attack (melee or ranged) against a dragon with a +4 bonus on the attack roll.

Such an attack deals an extra 2d6 points of damage if it hits. For a ranged attack, the dragon must be within 30 feet to gain the bonus to hit and the extra damage.

Special: The bonus on the attack roll and the extra damage stack with the benefits provided by a weapon with the bane (dragons) special ability.

In the case of a critical hit, the extra damage dice aren't multiplied.

DRAGONCRAFTER [GENERAL]

You can make special weapons, armor, and other items using parts of dragons as materials.

Prerequisite: Knowledge (arcana) 2 ranks.

Benefit: You can create any dragoncraft item whose prerequisites you meet.

Creating a dragoncraft item follows the normal rules for the Craft skill (see page 70 of the *Player's Handbook*).

See Dragoncraft Items, page 116, for details.

DRAGONDOOM [GENERAL]

You have learned how to place blows against a dragon that deal tremendous damage.

Prerequisites: Int 13, Dragonbane, Dragonfoe, base attack bonus +10.

Benefit: When you attack a dragon, the critical multiplier of your weapon improves as noted below.

Normal Multiplier	New Multiplier
x2	x3
x3	x5
x4	x7

Special: The benefit of this feat does not stack with any other ability or effect that alters a weapon's critical multiplier.

DRAGONFOE [GENERAL]

You have learned how to attack dragons more effectively than most other individuals.

Prerequisite: Int 13.

Benefit: You gain a +2 bonus on attack rolls against dragons and a +2 bonus on caster level checks made to overcome a dragon's spell resistance.

Also, dragons take a -2 penalty on saving throws against your spells, spell-like abilities, and supernatural abilities.

DRAGONFRIEND [GENERAL]

You are a known and respected ally of dragons.

Prerequisites: Cha 11, Speak Language (Draconic).

Benefit: You gain a +4 bonus on Diplomacy checks made to adjust the attitude of a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon. In addition, you gain a +4 bonus on saves against the frightful presence of good dragons.

Special: You can't select this feat if you have already taken the Dragonthrall feat.

DRAGONSONG [GENERAL]

Your song or poetics echo the power of the dragonsong, an ancient style of vocal performance created by dragons in the distant past.

Prerequisites: Cha 13, Knowledge (arcana) 4 ranks, Perform 6 ranks, Speak Language (Draconic).

Benefit: You gain a +2 bonus on Perform checks involving song, poetics, or any other verbal or spoken form of performance.

In addition, the DC of any saving throw required by mind-affecting effects based on your song or poetics (such as bardic music) is increased by +2.

DRAGONTHRALL [GENERAL]

You have pledged your life to the service of evil dragonkind.

Prerequisite: Speak Language (Draconic).

Benefit: You gain a +4 bonus on any Bluff check made against a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon.

You gain a +4 bonus on saves against the frightful presence of evil dragons.

You take a -2 penalty on saves against enchantment spells and effects cast by dragons.

Special: You can't select this feat if you have already taken the Dragonfriend feat.

FRIGHTFUL PRESENCE [GENERAL]

Like a dragon, your mere presence can terrify those around you.

Prerequisites: Cha 15, Intimidate 9 ranks.

Benefit: You gain the use of the frightful presence ability. Whenever you attack or charge, all opponents within a radius of 30 feet who have fewer levels or Hit Dice than you become shaken for a number of rounds equal to $1d6 + \text{your Cha modifier}$.

The effect is negated by a Will save ($DC 10 + 1/2 \text{ your character level} + \text{your Cha modifier}$).

A successful save indicates that the opponent is immune to your frightful presence for 24 hours.

This ability can't affect creatures with an Intelligence of 3 or lower, nor does it have any effect on dragons.

OVERHEAD THRUST [GENERAL]

You can deal a nasty attack to anything that tries to crush or run over you.

Prerequisites: Close-Quarters Fighting, Power Attack, base attack bonus +6.

Benefit: You can use a slashing or piercing weapon to make an attack of opportunity against a foe using an attack designed to batter you from above, such as an overrun, trample, power dive, or dragon crush attack.

You cannot use this feat if you are flat-footed or already grappled.

This feat does not grant you an additional attack of opportunity in a round, so the feat does not help you if you have no attacks of opportunity available.

You gain a special attack modifier based on your opponent's size, as shown below.

If your attack hits, you deal triple damage.

Opponent Size	Bonus
Colossal	+16
Gargantuan	+12
Huge	+8
Large	+4
Medium or smaller	+0

Special: Any extra damage dice your attack deals (such as from a sneak attack ability or a weapon special ability) are not multiplied by this feat.

If you score a critical hit with your attack, the extra damage you deal stacks with the extra damage from this feat.

Add the damage multipliers together according to the standard rule (see Multiplying, page 304 of the *Player's Handbook*).

For example, if your weapon deals double damage on a critical hit, any critical hit you score while also using this feat deals quadruple damage.

SENSE WEAKNESS [GENERAL]

You can take advantage of subtle weaknesses in your opponents' defenses.

Prerequisites: Int 13, Combat Expertise, Weapon Focus.

Benefit: Whenever you attack with a weapon with which you have selected the Weapon Focus feat, you may ignore up to 5 points of the target's damage reduction (regardless of the material or enhancement bonus of your weapon) or hardness.

This benefit can't reduce the effective damage reduction or hardness of a target to less than 0.

EPIC, METABREATH AND MONSTROUS FEATS

ADROIT FLYBY ATTACK [GENERAL]

You can make flyby attacks and get out of reach quickly.

Prerequisites: Fly speed 90, Flyby Attack, Hover or Wingover.

Benefit: When flying and making an attack action, you can move both before and after the attack, provided that the total distance moved is not greater than your fly speed.

Your flying movement does not provoke attacks of opportunity from the creatures you attack during the round when you use this feat.

AWAKEN FRIGHTFUL PRESENCE [MONSTROUS]

You gain frightful presence.

Prerequisites: Cha 11, dragon type.

Benefit: You gain the frightful presence special ability with a radius in feet equal to $5 \times 1/2$ your racial Hit Dice. The ability takes effect automatically whenever you attack, charge, or fly overhead.

Creatures within the radius are subject to the effect if they can see you and have fewer Hit Dice than your racial Hit Dice.

A potentially affected creature that succeeds on a Will save (DC $10 + 1/2$ your racial HD + your Cha modifier) remains immune to your frightful presence for 24 hours.

On a failure, creatures with 4 or fewer Hit Dice become panicked for 4d6 rounds and those with 5 or more Hit Dice become shaken for 4d6 rounds.

Dragons ignore the frightful presence of other dragons.

Special: If you have both this feat and you have (or later gain) the frightful presence ability, your frightful presence radius either increases by 50% or increases to $5 \text{ feet} \times 1/2$ your racial Hit Dice, whichever figure is higher.

The save DC against your frightful presence also increases by 2.

AWAKEN SPELL RESISTANCE [MONSTROUS]

You gain spell resistance.

Prerequisites: Con 13, dragon type.

Benefit: You gain innate spell resistance equal to your racial Hit Dice.

Special: If your racial Hit Dice increase after you gain this feat, your spell resistance increases as well.

If you have this feat and you also have (or later gain) spell resistance as a racial ability, your spell resistance is equal to your new Hit Dice total or your racial spell resistance +2, whichever is higher.

You can take this feat multiple times.

Each time you take the feat, your innate spell resistance increases by 2.

For example, an old silver dragon that has taken this feat twice has spell resistance 30.

CLINGING BREATH [METABREATH]

Your breath weapon clings to creatures and continues to affect them in the round after you breathe.

Prerequisites: Con 13, breath weapon.

Benefit: Your breath weapon has its normal effect, but also clings to anything caught in its area.

A clinging breath weapon lasts for 1 round.

In the round after you breathe, the clinging breath weapon deals half of the damage it dealt in the previous round.

Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage.

For example, an old silver dragon uses its cold breath and deals 72 points of cold damage (or 36 points against a target that makes its save).

In the following round, foes that failed their saves against the breath weapon initially take an additional 36 points of cold damage, and foes that succeeded on their saves take 18 points of cold damage.

A foe can take a full-round action to attempt to remove the clinging breath weapon before taking any additional damage.

It takes a successful Reflex saving throw (same DC as your normal breath weapon) to remove the effect.

Rolling around on the ground grants a +2 bonus on the saving throw, but leaves the foe prone.

A clinging breath weapon cannot be removed or smothered by jumping into water.

A clinging breath weapon can be magically dispelled (DC equal to your breath weapon save DC).

This feat only works on a breath weapon that has instantaneous duration and that deals some kind of damage, such as energy damage (acid, cold, electricity, fire, or sonic), ability damage, or negative levels.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Special: You can apply this feat more than once to the same breath weapon.

Each time you do, the clinging breath weapon lasts an additional round.

DEVASTATING CRITICAL [EPIC]

Choose one type of melee weapon, such as a claw or bite. With that weapon, you are capable of killing any creature with a single strike.

Prerequisites: Str 25, Cleave, Great Cleave, Improved Critical (chosen weapon), Overwhelming Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: Whenever you score a critical hit with the weapon you have chosen, the target must make a Fortitude save (DC $10 + 1/2$ your HD + your character level + your Str modifier) or die instantly.

(Creatures immune to critical hits can't be affected by this feat).

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new weapon.

DIRE CHARGE [EPIC]

You can make a full attack as part of a charge.

Prerequisite: Improved Initiative.

Benefit: If you charge a foe during the first round of combat (or the surprise round, if you are allowed to act in it), you can make a full attack against the opponent you charge.

Normal: Without this feat, you may only make a single attack as part of a charge.

DRACONIC KNOWLEDGE [MONSTROUS]

You are attuned to nature and the elements and can draw on deep wells of knowledge.

Prerequisites: Int 19, true dragon, any three Knowledge skills.

Benefit: This feat works much like the bard's bardic knowledge class feature, except that it relies on the scale and impact of past events rather than on how many people already share the information.

You may make a special Draconic Knowledge check ($d20 +$ your age category + your Int modifier) to see whether you

know some relevant information about an item, event, or locale.

This check will not reveal the powers of a magic item but may give a hint about its general function.

You may not take 10 or take 20 on this check; this sort of information is essentially random.

If you have a Knowledge skill that is related to or applicable to the information you seek, you receive a +1 bonus on the draconic knowledge check for every 5 ranks you have in that Knowledge skill.

The DM determines the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge	Examples
10	Something with worldwide or planetwide significance	Information about the creation of the world, worldwide cataclysms, powerful places of mystery, or gods.
15	Something with regional significance, but long-lasting or with a long-term impact	Information about empires, wars, regional disasters, or legendary individuals or groups
20	Something with regional significance, but relatively short-lived effects	Information about countries, battles, national disasters, or powerful individuals or groups
25	Something with local significance, but long-lasting or with a long-term impact	Information about a minor dynasty, a minor place of mystery, single magic item, or hero
30	Something with local significance and relatively short-lived effects	Information about a local hero, a minor battle, or a single building

DC Modifiers:

- 1 Per 10,000 gp of item's value, if an object
- 5 Individual is a dragon, dragonslayer, or dragon friend
- 5 Dragon has a lair in the area affected

EMBED SPELL FOCUS [MONSTROUS]

You can embed focus components required for your spells into your body.

Prerequisites: Con 13, dragon type, ability to cast spells.

Benefit: You can embed the focus component for a spell you know how to cast into your skin or hide and use the embedded focus anytime you cast the spell.

You can embed a number of focuses equal to your Constitution score.

Special: The total value of expensive spell focuses a dragon has embedded in its hide should be considered part of the dragon's treasure.

ENDURE BLOWS [MONSTROUS]

You are adept at lessening the effects of blows.

Prerequisites: Con 19, dragon type, Toughness.

Benefit: You gain damage reduction 2/-.

This stacks with any damage reduction you have from other sources.

Damage reduction cannot reduce damage below 0.

ENLARGE BREATH [METABREATH]

Your breath weapon is larger than normal.

Prerequisites: Con 13, breath weapon.

Benefit: The length of your breath weapon increases by 50% (round down to the nearest multiple of 5).

For example, an old silver dragon breathing an enlarged cone of cold produces a 75-foot cone instead of a 50-foot cone.

Cone-shaped breath weapons get wider when they get longer, but line-shaped breath weapons do not.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

EPIC FORTITUDE [EPIC]

You have tremendously high fortitude.

Benefit: You gain a +4 bonus on all Fortitude saving throws.

EPIC REFLEXES [EPIC]

You have tremendously fast reflexes.

Benefit: You gain a +4 bonus on all Reflex saving throws.

EPIC WILL [EPIC]

You have tremendously strong willpower.

Benefit: You gain a +4 bonus on all Will saving throws.

EXTEND SPREADING BREATH [METABREATH]

You can convert your breath weapon into a spread effect that can be used at range.

Prerequisites: Con 15, breath weapon, Shape Breath, Spreading Breath, size Small or larger.

Benefit: You can modify your breath weapon so that it fills a spread centered anywhere within a short distance of your head.

The range and size of the spread depends on your size, as shown below.

Dragon Size	Spread Radius	Spread Range
Small	10 ft.	40 ft.
Medium	15 ft.	60 ft.
Large	20 ft.	80 ft.
Huge	25 ft.	100 ft.
Gargantuan	30 ft.	120 ft.
Colossal	35 ft.	140 ft.

When you use this feat, add +2 to the number of rounds you must wait before using your breath weapon again.

FAST HEALING [EPIC]

You heal your wounds very quickly.

Prerequisite: Con 25.

Benefit: You gain fast healing 3, or your existing fast healing improves by 3.

The benefit of this feat does not stack with fast healing granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack.

HEIGHTEN BREATH [METABREATH]

Your breath weapon is even more deadly than normal.

Prerequisites: Con 13, breath weapon.

Benefit: You can increase the save DC of your breath weapon by any number up to a maximum equal to your Constitution bonus.

For each point by which you increase the save DC, add +1 to the number of rounds you must wait before using your breath weapon again.

IMPROVED MANEUVERABILITY [GENERAL]

Your maneuverability in flight improves.

Prerequisites: Fly speed 150 feet, Hover or Wingover.

Benefit: Your maneuverability improves by one category, from clumsy to poor, poor to average, or average to good (see Tactical Aerial Movement, page 20 of the *Dungeon Master's Guide*).

Special: You can take this feat multiple times.

Each time you take the feat, your maneuverability improves by one category (but never becomes better than good).

IMPROVED MULTIATTACK [MONSTROUS]

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll.

You still add only 1/2 your Strength bonus, if any, to damage dealt.

Normal: Without this feat, your secondary natural attacks are made at a -5 penalty (or a -2 penalty if you have the Multiattack feat).

IMPROVED RAPIDSTRIKE [MONSTROUS]

You can make multiple attacks with a natural weapon.

Prerequisites: Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +15, Rapidstrike.

Benefit: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make two or more extra attacks with one of those weapons, the first at a -5 penalty and the second and subsequent attacks at an additional -5, but never more than four extra attacks. Creatures with multiple limbs qualify for this feat as well, so a creature with three arms and three claw attacks qualifies for this feat.

Normal: Without this feat, you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapons you have.

For example, a Large true dragon has one bite, two claws, two wings, and one tail attacks.

The dragon can take this feat twice, once for its claws and once for its wings.

IMPROVED SNATCH [GENERAL]

You can make snatch attacks against bigger opponents than other creatures can.

Prerequisite: Snatch.

Benefit: As the Snatch feat (see page 304 of the *Monster Manual*), except that you can grab a creature two size categories smaller than you with your bite or claw attack.

IMPROVED SPEED [MONSTROUS]

You are faster than others of your kind.

Prerequisites: Str 13, dragon type.

Benefit: Your fly speed (if you have one) improves by 20 feet.

All other speeds you have improve by 10 feet.

IMPROVED SPELL CAPACITY [EPIC]

You can prepare spells that exceed the normal limits of spellcasting.

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest level spell you can already cast in a particular class.

For example, if you select this feat as a 21st-level wizard, you would gain one wizard spell slot of any spell level up to 10th.

You must still have the requisite ability score (10 + spell level) to cast any spell stored in this slot.

If you have a high enough ability modifier to gain one or more bonus spells for this spell level, you also gain the bonus spells for this spell level.

You must use the spell slot as a member of the class in which you can already cast spells of the normal maximum spell level.

For instance, a 5th-level ranger/22nd-level sorcerer couldn't add a ranger spell slot, because he can't cast spells of the normal maximum spell level for rangers.

He must add the spell slot to his sorcerer spells.

Special: You can gain this feat multiple times.

LARGE AND IN CHARGE [GENERAL]

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity.

After you hit with your attack of opportunity, make an opposed Strength check against your opponent.

You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity.

If you win the opposed check, your opponent is pushed back 5 feet into the space it just left.

An opponent you push cannot move any farther in this round.

LINGERING BREATH [METABREATH]

Your breath weapon forms a lingering cloud.

Prerequisites: Con 15, breath weapon, Clinging Breath.

Benefit: Your breath weapon has its normal effects, but also remains as a lingering cloud of the same shape and size as the original breath weapon.

This cloud lasts 1 round.

Foes caught in the breath weapon's area when you breathe take no additional damage from the lingering breath weapon, provided they leave the cloud by the shortest available route on their next turn.

Otherwise, anyone who touches or enters the cloud while it lasts takes one-half of the breath weapon's normal effects; any saving throw the breath weapon normally allows still applies.

Damaging breath weapons deal one-half their normal damage, and breath weapons with effects that have durations last for half the normal time.

If a creature is affected by the same nondamaging breath weapon twice, the effects do not stack.

For example, an old silver dragon uses this feat on its cold breath weapon.

Creatures caught in the 50-foot cone take 16d8 points of cold damage, and a DC 31 Reflex save reduces the damage by half.

The 50-foot cone lingers for 1 round.

While the cone lasts, anyone touching or entering it takes 8d8 points of cold damage, and a DC 31 Reflex save reduces the cold damage to 4d8 points.

Creatures in the cone when the dragon breathed take no additional damage if they leave by the shortest available route on their next turn.

If the same dragon uses this feat on its paralyzing breath weapon, a creature caught in the 50-foot cone must make a DC 31 Fortitude save or be paralyzed for 1d6+8 rounds.

The 50-foot cone lingers for 1 round.

While the cone lasts, anyone touching or entering it must make a DC 31 Fortitude save or be paralyzed for 1d3+4 rounds.

Creatures in the cone when the dragon breathed take no additional damage if they leave by the shortest available route on their next turn.

Creatures paralyzed by the initial breath cannot leave the cloud, but suffer no additional effects because the paralyzing effects do not stack.

When you use this feat, add +2 to the number of rounds you must wait before using your breath weapon again.

Special: You can apply this feat more than once to the same breath weapon.

Each time you do, the lingering breath lasts an additional round.

You can apply this feat to a breath weapon that also has received the Clinging Breath feat, but the resulting breath clings only to foes caught in the initial breath.

MAXIMIZE BREATH [METABREATH]

You can take a full-round action to use your breath weapon to maximum effect.

Prerequisites: Con 17, breath weapon.

Benefit: If you use your breath weapon as a full-round action, all variable, numeric effects of the attack are maximized.

A maximized breath weapon deals maximum damage, lasts for the maximum time, or the like.

For example, an old silver dragon using a maximized cold breath weapon (damage 16d8) deals 128 points of damage. An old silver dragon using a maximized paralysis gas breath weapon (duration 1d6+8 rounds) paralyzes creatures for 14 rounds if they fail their saving throws.

The DCs for saving throws against your breath weapon are not affected.

When you use this feat, add +3 to the number of rounds you must wait before using your breath weapon again.

This feat stacks with the effects of breath weapons enhanced with other metabreath feats, but does not maximize them.

For example, a maximized breath weapon further enhanced by the Tempest Breath feat produces the type of wind effect noted in that feat description, but the velocity of the wind is not also maximized.

Special: You cannot use this feat and the Quicken Breath feat on the same breath weapon at the same time.

MULTISNATCH [GENERAL]

You can grapple enemies more firmly with only one of your natural attacks.

Prerequisites: Str 17, Snatch.

Benefit: When grappling an opponent with only the part of your body that made the attack, you take only a -10 penalty on grapple checks to maintain the hold.

Normal: Without this feat, you take a -20 penalty on grapple checks to maintain a hold with only one part of your body.

OVERCOME WEAKNESS [MONSTROUS]

You can overcome an innate vulnerability through sheer willpower.

Prerequisites: Vulnerability to energy, Iron Will, Suppress Weakness.

Benefit: You can completely suppress your vulnerability to a type of energy.

When subjected to an attack based on that type of energy, you take no extra damage.

Normal: A creature vulnerable to a type of energy takes half again as much (+50%) damage as normal from that energy type, regardless of whether a saving throw is allowed, or if the save is a success or failure.

OVERWHELMING CRITICAL [EPIC]

Choose one type of melee weapon, such as claw or bite. With that weapon, you deal more damage on a critical hit.

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: When using the weapon you have selected, you deal +1d6 points of extra damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add +2d6 points of extra damage instead, and if the multiplier is $\times 4$, add +3d6 points of extra damage instead.

(Creatures immune to critical hits can't be affected by this feat).

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new weapon.

POWER CLIMB [GENERAL]

If you fly in a straight line, you can gain altitude in flight more easily than others.

Prerequisites: Str 15, fly speed (average maneuverability).

Benefit: When flying, you can gain altitude and still move your full speed provided you fly in a straight line.
Normal: Without this feat, you must move at half speed to gain altitude (see Tactical Aerial Movement, page 20 of the *Dungeon Master's Guide*).

POWER DIVE [GENERAL]

You can fall upon an opponent from the sky.

Prerequisites: Str 15, fly speed (average maneuverability).

Benefit: When flying, you can dive and land on an opponent to deal extra damage.

This is a standard action that can only affect creatures that are smaller than you.

You make an overrun attack, but the opponent cannot choose to avoid you.

If you knock down the target, you may make an additional slam attack, dealing the indicated damage plus 1-1/2 times your Strength bonus (round down).

This attack is at the usual +4 bonus against prone opponents.

Size	Power Dive Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Normal: Without this feat, you can attack with just one natural weapon and do not have a chance to knock down the opponent.

Special: If you fail in the overrun attempt and are tripped in turn, you are instead knocked down and deal the indicated slam damage to yourself.

QUICKEN BREATH [METABREATH]

You can loose your breath weapon with but a thought.

Prerequisites: Con 19, breath weapon.

Benefit: Using your breath weapon is a free action. When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

Special: You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

RAPIDSTRIKE [MONSTROUS]

You can attack more than once with a natural weapon.

Prerequisites: Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +10.

Benefit: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with three arms and three claw attacks.

Normal: Without this feat, you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapons you have.

For example, a Large dragon has one bite, two claws, two wings, and one tail attacks.

The dragon can take this feat twice, once for its claws and once for its wings.

RECOVER BREATH [METABREATH]

You wait less time before being able to use your breath weapon again.

Prerequisites: Con 17, breath weapon.

Benefit: You reduce the interval between uses of your breath weapon.

You wait 1 round less than usual before breathing again, but always at least 1 round.

The feat stacks with the effects of metabreath feats, reducing the total time you must wait to use your breath weapon again by 1 round.

Special: If you have multiple heads with breath weapons, all breath weapons use the reduced interval.

REND [MONSTROUS]

You can rend opponents you hit with your claws.

Prerequisites: Two claw attacks, Str 13, Power Attack, Snatch, size Huge or larger.

Benefit: If you strike the same opponent with two claw attacks, you automatically deal extra damage equal to that of two claw attacks plus 1-1/2 times your Strength bonus.

You cannot grab an opponent at the same time you rend that opponent.

SHAPE BREATH [METABREATH]

You can make the area of your breath weapon a cone or a line, as you see fit.

Prerequisites: Con 13, breath weapon, size Small or larger.

Benefit: If you have a line-shaped breath weapon, you can opt to shape it into a cone.

Likewise, if you have a cone-shaped breath weapon, you can shape it into a line.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Normal: Without this feat, the shape of your breath weapon is fixed.

SHOCK WAVE [MONSTROUS]

You can strike the ground with your tail so hard it knocks other creatures down.

Prerequisites: Str 13, dragon, size Large or larger, Power Attack.

Benefit: You may, as a full-round action, strike a solid surface with your tail and create a shock wave that radiates out from your space and continues for a number of feet equal to 5 × your racial Hit Dice.

Make a bull rush attack by rolling once regardless of how many creatures are in the radius.

Every creature in the radius makes a Strength check and compares it to your roll.

Those who fail their opposed checks are knocked down.

Special: Structures and unattended objects at least partially within the shock wave take damage equal to 1d6 + your Strength bonus.

SNATCH AND SWALLOW [MONSTROUS]

You can swallow creatures you have grabbed with your bite attack.

Prerequisites: Con 19, dragon, Snatch, Improved Snatch, size Huge or larger.

Benefit: If you begin your turn with an opponent held in your mouth, you can attempt a new grapple check (as though attempting to pin the opponent).

If you succeed, your opponent takes bite damage and is swallowed.

A swallowed creature is considered grappled, while you are not.

A swallowed creature can try to cut its way free with any light piercing or slashing weapon (the amount of damage required to get free is noted on the table below), or it can just try to escape the grapple.

If the swallowed creature chooses the latter course, success puts it back in your mouth.

Any damage a swallowed creature deals is deducted from your hit points.

If a creature cuts itself free, muscular action closes the hole, so that if you swallow someone again, that creature must cut itself free again.

Swallowed creatures take damage in each round they remain swallowed, as shown below.

Dragon Size	Swallowed Creature Size ¹	Physical Damage ²	Energy Damage ³
Huge	Medium	1d8	2d8
Gargantuan	Large	2d6	4d6
Colossal	Huge	2d8	4d8

1 Maximum size of a swallowed creature. Your stomach can hold two such creatures; smaller foes count as one-quarter of a creature.

2 A swallowed foe takes bludgeoning damage in each round it spends in your stomach.

3 A swallowed foe takes energy damage in each round it spends in your stomach. The type of energy is the same as that of your breath weapon.

SPELLCASTING HARRIER [EPIC]

Spellcasters you threaten find it difficult to cast defensively.

Prerequisite: Combat Reflexes.

Benefit: Any spellcaster you threaten in melee provokes an attack of opportunity if he or she tries to cast defensively.

You get a +4 bonus on this attack roll.

SPREADING BREATH [METABREATH]

You can convert your breath weapon into a spread effect.

Prerequisites: Con 15, breath weapon, Shape Breath, size Small or larger.

Benefit: You can modify your breath weapon so that it fills a spread centered on your head instead of taking its normal shape.

The radius of the spread depends on your size, as shown below.

Creature Size	Spread Radius
Small	10 ft.
Medium	15 ft.
Large	20 ft.
Huge	25 ft.
Gargantuan	30 ft.
Colossal	35 ft.

When you use this feat, add +2 to the number of rounds you must wait before using your breath weapon again.

SPLIT BREATH [METABREATH]

You can split your breath weapon into a pair of weaker effects.

Prerequisites: Con 13, breath weapon, Shape Breath, size Small or larger.

Benefit: Your breath weapon retains its size and shape, but splits into two areas that you aim separately.

Each portion deals half the damage the breath weapon normally deals or lasts half as long as the effect normally lasts.

For example, an old silver dragon that uses this feat on its cold breath weapon produces two 50-foot cones of cold that deal 8d8 points of cold damage each.

If the same dragon used this feat on its paralyzing gas breath weapon, it would produce two cones of gas, each of which could paralyze a creature for 1d3+4 rounds.

You can aim the split breath effects so that their areas overlap.

Creatures caught in the area of overlap are struck by both weapons and are affected twice, subject to all the normal rules for stacking magical effects.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

SUPPRESS WEAKNESS [MONSTROUS]

Your vulnerability to an energy type is reduced.

Prerequisites: Vulnerability to energy, Iron Will.

Benefit: You can partially suppress your vulnerability to a type of element or energy.

When subjected to an attack based on that type of energy, you take one-quarter again as much (+25%) damage, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Normal: A creature vulnerable to an element or energy type takes half again as much (+50%) damage as normal from that energy type.

TAIL CONSTRICT [MONSTROUS]

You can make constriction attacks with your tail.

Prerequisites: Dragon, Snatch, Improved Snatch.

Benefit: You can grab and constrict creatures you hit with your tail slap attack.

This works just like a snatch attack, except that it can be used against any creature smaller than you.

If you successfully grab an opponent with your tail, you deal bludgeoning damage equal to your tail slap damage plus 1-1/2 times your Strength modifier. Each round you hold your opponent, you deal constriction damage.

You cannot make tail slap or tail sweep attacks while constricting an opponent with your tail.

TAIL SWEEP KNOCKDOWN [MONSTROUS]

Your tail sweep attack knocks opponents prone.

Prerequisite: Tail sweep attack.

Benefit: Creatures who fail their saving throws against your tail sweep attack are knocked prone in addition to taking full damage.

TEMPEST BREATH [METABREATH]

You can make your breath weapon strike with the force of a windstorm.

Prerequisites: Str 13, breath weapon, Power Attack, size Large or larger.

Benefit: When you use your breath weapon, in addition to its normal effects, creatures in the area are affected as through struck by wind effects.

The force of the wind depends on your size, as indicated below.

For the effects of high winds, see Table 3-24 on page 95 of the *Dungeon Master's Guide*.

Dragon Size	Wind Force
Large	Severe
Huge	Windstorm
Gargantuan	Hurricane
Colossal	Tornado

Because your breath weapon has an instantaneous duration, creatures ignore the checked effect unless they are airborne (in which case they are blown back 1d6×5 feet).

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

WHIRLWIND TAIL SWEEP [MONSTROUS]

You can sweep your tail in a circular arc.

Prerequisite: Tail sweep attack.

Benefit: Your tail sweep attack affects a circle with a radius equal to your tail slap's reach.

Normal: Your tail sweep attack affects a semicircle.

WINGSTORM [MONSTROUS]

You can flatten targets with blasts of air from your wings.

Prerequisites: Str 13, dragon, fly speed 20, Hover, Power Attack, size Large or larger.

Benefit: As a full-round action, you can hover in place and use your wings to create a blast of air in a cylinder with a radius and height of 10 feet times your age category.

The wind blows from the center of your body toward the outside edge at the bottom of the cylinder.

The force of the wind depends on your size, as indicated below.

For the effects of high winds, see Table 3-24 on page 95 of the *Dungeon Master's Guide*.

Dragon Size	Wind Force
Large	Severe
Huge	Windstorm
Gargantuan	Hurricane
Colossal	Tornado

Because the blast of air only lasts for your turn, creatures ignore the checked effect unless they are airborne (in which case they are blown back 1d6×5 feet).

Special: You can elect to keep the wind in effect for longer than your current turn.

If you do, the wind lasts until your next turn (and you can opt to continue the effect during your next turn).

Anyone in or entering the cylinder is affected.

Because you are producing a continuous blast of air, the checked effect works normally while the wind lasts (checked creatures cannot move forward against the force of the wind, or they are blown back 1d6×5 feet if airborne).

SIDEBAR FEATS

LEADERSHIP FEAT OPTIONS []

TABLE 3–14: DRAGON COHORTS

Dragon	Alignment	Effective Character Level*
Pseudodragon	NG	4
White (wyrmling)	CE	5
Brass (wyrmling)	CG	6
Black (wyrmling)	CE	7
Copper (wyrmling)	CG	7
White (very young)	CE	9
Black (very young)	CE	10
Blue (wyrmling)	LE	10
Brass (very young)	CG	10
Bronze (wyrmling)	LG	10
Green (wyrmling)	LE	10
Copper (very young)	CG	11
Red (wyrmling)	CE	11
Silver (wyrmling)	LG	11
Gold (wyrmling)	LG	12
White (young)	CE	12
Wyvern	N	12
Black (young)	CE	13
Blue (very young)	LE	13
Bronze (very young)	LG	13
Green (very young)	LE	13
Brass (young)	CG	14
Silver (very young)	LG	14
Copper (young)	CG	15
Red (very young)	CE	15
Gold (very young)	LG	16
Green (young)	LE	16
Black (juvenile)	CE	17
Blue (young)	LE	17
Brass (juvenile)	CG	17
Dragon turtle	N	17
White (juvenile)	CE	17
Bronze (young)	LG	18
Copper (juvenile)	CG	18
Silver (young)	LG	18
Red (young)	CE	19
Gold (young)	LG	20
Green (juvenile)	LE	20

*Subtract 3 if using the Dragon Cohort feat.

DRAGON MAGIC (3.5)

MAIN SECTION FEATS

ARMOR OF SCALES [CEREMONY]

You imbue a target with the protection of a dragon's hide.

Prerequisite: Dragonblood subtype, Knowledge (religion) 4 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion).

Each ceremony provides up to four participants with a minor natural armor bonus.

The ceremony takes 30 minutes and requires you to mark defensive runes upon the arms and torso of each participant

with ash from a burned wooden shield of particular quality (see below).

The effect of each ceremony lasts for 24 hours.

The natural armor bonus gained from this ceremony feat doesn't stack with a creature's existing natural armor bonus; use only the higher value.

Wyrmling Scales (4 ranks): Each participant gains a +1 natural armor bonus.

This ceremony requires the ashes from a wooden shield of any size.

Adult Scales (12 ranks): Each participant gains a +2 natural armor bonus.

This ceremony requires the ashes from a masterwork wooden shield of any size.

Wurm Scales (18 ranks): Each participant gains a +3 natural armor bonus.

This ceremony requires the ashes from a +1 (or higher) wooden shield of any size.

BLACK DRAGON LINEAGE [DRACONIC]

You have attuned yourself to your black dragon ancestry and can poison foes with your touch.

Prerequisite: Draconic Heritage (black), sorcerer level 3rd.

Benefit: As a standard action, you can convert an arcane spell slot into a dangerous poison that you deliver by touch. At any time before the end of the same turn in which you activate this ability, you can make a melee touch attack as a swift action.

The poison renders the target fatigued and deals 1d8 points of damage per level of the spell slot converted; 10 rounds later, the same effect repeats.

Each time, a successful Fortitude save (DC 10 + the spell slot's level + your Cha modifier) negates the fatigue and halves the damage.

BLUE DRAGON LINEAGE [DRACONIC]

You have learned to harness the powers of your blue dragon ancestry and can hurl orbs of lightning.

Prerequisite: Draconic Heritage (blue), sorcerer level 3rd.

Benefit: As a standard action, you can convert an arcane spell slot into a number of orbs of lightning equal to the spell's level, which immediately fly toward the targets you designate.

Each orb has a range of 30 feet and requires a ranged touch attack to hit.

On a successful hit, each orb deals a number of points of electricity damage equal to 1d6 + your Cha modifier.

You can direct any number of orbs at any target within range, all of them at the same target if desired.

BRASS DRAGON LINEAGE [DRACONIC]

You have unlocked the power of your brass dragon ancestry and can put foes to sleep with ease.

Prerequisite: Draconic Heritage (brass), sorcerer level 3rd.

Benefit: As a full-round action, you can spend an arcane spell slot to cause a living creature within 30 feet to fall asleep for 1 round.

A successful Will save (DC 10 + the spell slot's level + your Cha modifier) negates the effect.
If the creature's Hit Dice equals or exceeds three times the spell slot's level, the effect automatically fails.

BRONZE DRAGON LINEAGE [DRACONIC]

You have tapped into your bronze dragon blood and can channel arcane energy to repel foes.

Prerequisite: Draconic Heritage (bronze), sorcerer level 3rd.

Benefit: As a swift action, you can spend an arcane spell slot to force nearby enemies to move away from you.

Each opponent within 30 feet of you must begin its next turn by moving at least 5 feet (1 square) away from you. The direction of movement doesn't matter, as long as it takes the foe farther from you than the square in which it started.

Unless the enemy designates the movement as a 5-foot step, this movement provokes attacks of opportunity as normal.

A successful Will save (DC 10 + the spell slot's level + your Cha modifier) negates this effect.

This is a mind-affecting enchantment (compulsion) effect.

COPPER DRAGON LINEAGE [DRACONIC]

You have learned to channel the powers of your copper dragon ancestry to hinder your enemies' mobility.

Prerequisite: Draconic Heritage (copper), sorcerer level 3rd.

Benefit: As a standard action, you can spend an arcane spell slot to create a 20-foot-radius burst of magical energy centered on you.

All enemies in that area are *slowed* (as the *slow* spell) for a number of rounds equal to the level of the spell slot unless they succeed on a Fortitude save (DC 10 + the spell slot's level + your Cha modifier).

DOUBLE DRACONIC AURA []

You can project two draconic auras simultaneously.

Prerequisite: Character level 12th, ability to project two different draconic auras.

Benefit: You can project two draconic auras (see page 86) simultaneously.

You must activate or dismiss your draconic auras separately.

DRACONIC ARMOR [DRACONIC]

You learn to block damage from successful attacks, lessening the blows with spell energy.

Prerequisite: Draconic Heritage, sorcerer level 1st.

Benefit: Whenever you cast an arcane spell, you gain damage reduction X/magic for 1 round (where X is equal to the level of the spell you just cast).

For example, after casting *fireball*, you would gain DR 3/magic for 1 round.

DRACONIC AURA []

You can tap into the raw power of dragons to create a variety of potent auras around you.

Prerequisite: Character level 3rd.

Benefit: When you select this feat, choose a draconic aura (see page 86).

You can project this aura as a swift action.

Its benefit applies to you and to all allies within 30 feet.

The bonus of your draconic aura is +1.

The aura remains in effect until you dismiss it (a free action), you are rendered unconscious or dead, or you activate another draconic aura in its place.

Special: If you are of the dragonblood subtype, the bonus of your draconic aura improves with your class level.

The aura grants a +2 bonus at 7th level, a +3 bonus at 14th level, and a +4 bonus at 20th level.

You can select this feat more than once.

Each time you select it, you gain the ability to project another aura of your choice (but not more than one aura at a time).

DRACONIC HERITAGE [DRACONIC]

You have a greater connection with your draconic bloodline than others of your kind.

Prerequisite: Sorcerer level 1st.

Benefit: You gain the dragonblood subtype.

Choose one kind of dragon from the list in the table below.

This is your draconic heritage, which cannot later be changed unless you undergo the Rite of Draconic Affinity (see page 59 of *Races of the Dragon*).

Half-dragons must choose the same dragon kind as their dragon parent.

When you declare your draconic heritage, you gain a bonus on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with a descriptor that matches the corresponding energy type.

This bonus equals the number of draconic feats you have.

In addition, you gain the corresponding skill as a sorcerer class skill.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Green	Acid	Move Silently
Red	Fire	Intimidate
Silver	Cold	Disguise
White	Cold	Balance

Special: With your DM's permission, you can choose a draconic heritage associated with a kind of dragon not found in the *Monster Manual*.

For details and more options, see Draconic Heritage, page 102 of *Races of the Dragon*.

DRAGON SHAMANS AND DRACONIC HERITAGE

The dragon shaman is a standard class introduced in *Player's Handbook II* that reveres a particular kind of dragon. Whenever a dragon shaman selects a feat or other option whose effect depends on a character's draconic heritage (from the Draconic Heritage feat), treat his totem dragon as his heritage selection.

For example, if a dragon shaman who has chosen silver dragon as his totem selects the Dragonfire Assault feat, the extra damage dealt by the feat would be cold damage, as appropriate for a character with Draconic Heritage (silver).

DRACONIC KNOWLEDGE [DRACONIC]

Your draconic blood lets you access ancient draconic knowledge.

Prerequisite: Draconic Heritage, sorcerer level 1st.

Benefit: You gain a bonus on Knowledge checks equal to the number of draconic feats you have.

All Knowledge skills are class skills for all your classes.

DRACONIC SENSES [DRACONIC]

Your draconic blood grants you great sensory powers.

Prerequisite: Cha 11, dragonblood subtype.

Benefit: You gain low-light vision and a bonus on Listen, Search, and Spot checks equal to the number of draconic feats you have.

If you have three or more draconic feats, you also gain darkvision out to 60 feet.

If you have four or more draconic feats, you also gain blindsense out to 20 feet.

DRACONIC VIGOR [DRACONIC]

You gain some of the vitality of your draconic ancestry when casting spells.

Prerequisite: Draconic Heritage, sorcerer level 1st.

Benefit: Whenever you cast an arcane spell, you heal a number of points of damage equal to the spell's level.

DRAGONFIRE ASSAULT [DRACONIC]

You can augment your most powerful melee attacks with draconic power.

Prerequisite: Str 13, Cha 11, dragonblood subtype, Power Attack.

Benefit: When you use Power Attack to increase the damage dealt from your attack, you can choose for the extra damage to be of the fire type instead of its normal type. Make this choice for each attack after it is resolved but before damage is dealt.

This is a supernatural ability.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead.

If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

DRAGONFIRE CHANNELING [DIVINE, DRACONIC]

You channel draconic fire through your holy symbol.

Prerequisite: Cha 11, dragonblood subtype, ability to turn or rebuke undead or elementals.

Benefit: You can spend a turn or rebuke undead attempt or a turn or rebuke elementals attempt as a standard action to create a 15-foot cone of fire that deals 1d6 points of damage per 2 cleric levels (minimum 1d6 points).

A successful Reflex save (DC 10 + 1/2 your cleric level + your Cha modifier) halves this damage.

Half of this damage is fire, while the remainder is sacred damage (to which resistance or immunity to fire does not apply).

If your effective cleric level for the purpose of turning or rebuking is higher than your actual cleric level (for instance, if you are a paladin), use that value instead.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead.

If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

DRAGONFIRE INSPIRATION [DRACONIC]

You can channel the power of your draconic ancestry into the attacks of your allies.

Prerequisite: Cha 11, dragonblood subtype, bardic.

Benefit: When you use your bardic music to inspire courage, you can choose to imbue your allies with dragonfire.

This choice is made when first activating the ability, and the choice applies to all allies affected.

Each ally so inspired loses the standard morale bonus on weapon attack rolls and damage rolls.

Instead, he deals an extra 1d6 points of fire damage with his weapons for every point of morale bonus that your inspire courage ability would normally add to the attack roll.

For example, an 8th-level bard using this ability would add 2d6 points of fire damage to his allies' attacks.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead.

If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

DRAGONFIRE STRIKE [DRACONIC]

You can call upon your innate draconic power to augment certain weapon attacks.

Prerequisite: Cha 11, dragonblood subtype, and one of these class features: sneak attack, sudden strike, or skirmish.

Benefit: When you gain extra damage from a sneak attack, sudden strike, or skirmish, you can choose for the extra damage to be fire damage.

If you apply this effect, increase the extra damage dealt by 1d6 points.

Make this choice for each attack after it is resolved but before damage is dealt.

This is a supernatural ability.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

DRAGONTOUCHED []

You have a trace of draconic power, a result of dragons in your ancestry or a spiritual connection between you and the forces of dragonkind.

Prerequisite: Cha 11.

Benefit: You gain the dragonblood subtype.

You gain 1 hit point, a +1 bonus on Listen, Search, and Spot checks, and a +1 bonus on saving throws against paralysis and sleep effects.

In addition, you can select draconic feats as if you were a sorcerer of your character level.

GOLD DRAGON LINEAGE [DRACONIC]

You can harness the legacy of your gold dragon ancestry to protect your allies.

Prerequisite: Draconic Heritage (gold), sorcerer level 3rd.

Benefit: As a swift action, you can spend an arcane spell slot to create a lucky aura that protects your allies.

All allies within 30 feet (including you) gain a luck bonus equal to the spell slots level that they can apply on any one saving throw as an immediate action.

This bonus must be used within a number of rounds equal to your Charisma bonus (minimum 1 round), or it is lost. An affected ally need not remain within 30 feet of you to use this bonus.

No character can have more than one luck bonus from this feat at a time.

If the feat is used a second time while the first use is still active, the new duration replaces the previous one unless the character chooses to retain the previous duration (for instance, if it were from a higher-level spell slot).

GREEN DRAGON LINEAGE [DRACONIC]

Your link to your green dragon ancestors allows you to weaken the wills of others.

Prerequisite: Draconic Heritage (green), sorcerer level 3rd.

Benefit: As a standard action, you can spend an arcane spell slot to impose a penalty on the next Will save made by one living creature within 30 feet.

The penalty is equal to the spell slot's level and lasts until the creature attempts a Will save against an effect that is not harmless or until the end of your next turn, whichever comes first.

Multiple uses of this ability don't stack.

This is a mind-affecting enchantment (compulsion).

HEART OF DRAGONS [CEREMONY]

You imbue your allies with draconic power.

Prerequisite: Dragonblood subtype, any draconic feat, Knowledge (religion) 3 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion).

Each ceremony allows you to imbue up to four participants with a tiny fraction of draconic might by chanting a liturgy invoking the power of dragons and sprinkling diamond dust over them.

Each ceremony requires 10 minutes of time, and its effects last for 24 hours.

Blood of Dragons (3 ranks): Each participant in the ceremony is treated as having one more draconic feat than he actually has for the purpose of determining the power of his draconic feats.

This ceremony requires diamond dust worth 50 gp.

Soul of Dragons (8 ranks): Each participant in the ceremony gains the benefit of one draconic feat for which he meets the prerequisite.

The benefit doesn't allow a character to meet any other requirement or prerequisite (such as qualifying for another feat).

This ceremony requires diamond dust worth 500 gp.

INITIATE OF AASTERINIAN [INITIATE]

You live for the moment, reveling in new experiences without fear of consequence.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Aasterinian.

Benefit: Add Bluff, Disguise, Speak Language, and Sleight of Hand to your list of cleric, class skills.

If you are a spellscale (see *Races of the Dragon*), you also gain a +2 competence bonus on Bluff, Disguise, and Sleight of Hand checks.

In addition, you add the following spells to your cleric spell list.

- | | |
|-----|---|
| 1st | Expeditious Retreat: Your speed increases by 30 ft. |
| 2nd | Soul of Anarchy: You gain +5 on Escape Artist checks and grapple checks to avoid being grappled, your natural weapons are chaotic, and you are treated as being chaotic for adjudicating effects. |
| 4th | Invisibility, Greater: As <i>invisibility</i> , but subject can attack and stay invisible. |
| 6th | Shadow Walk: Step into shadow to travel rapidly. |

INITIATE OF ASTILABOR [INITIATE]

You share your deity's desire to acquire and protect treasure, and she has recognized this by granting you an edge in achieving these goals.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Astilabor.

Benefit: Add Disable Device, Open Lock, and Search to your list of cleric class skills.

In addition, you add the following spells to your cleric spell list.

- | | |
|-----|---|
| 1st | Hoard Gullet: Gain a second stomach to store objects in, similar to a <i>bag of holding</i> . |
| 2nd | Knock: Open locked or magically sealed door. |
| 3rd | Nondetection: Hides subject from divination and scrying. |
| 7th | Sequester: Subject is invisible to sight and scrying; render creature comatose. |

INITIATE OF BAHAMUT [INITIATE]

The Platinum Dragon has entrusted you with great power in the battle against evil.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Baharnut.

Benefit: Once per day, you can smite evil (as the paladin class feature, PH 44), using your cleric level as your paladin level.

If you have the ability to smite evil from another class, your cleric levels and levels in that class stack for the purpose of determining the extra damage dealt by your smite evil ability.

If you are a dragonborn (see *Races of the Dragon*), you can instead smite evil twice per day.

In addition, you add the following spells to your cleric spell list.

- 1st Feather Fall: Objects or creatures fall slowly.
- 3rd Wingblast: Create wings that can transform into a *gust of wind* or *obscuring mist*.
- 5th Lord of the Sky: Gain flight and one use of *lightning bolt*; slow airborne creatures.
- 7th Aspect of the Platinum Dragon: Take the form of an aspect of Baharnut.

INITIATE OF FALAZURE [INITIATE]

Your celebration of death and decay has opened up new magical secrets involving the living and undead.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Falazure.

Benefit: When you cast an *inflict* spell on an undead creature, you add the spell's level to the damage healed by the spell.

In addition, you add the following spells to your cleric spell list.

- 1st Rot of Ages: Cloud of rotting debris sickens or nauseates one creature, provides concealment for others.
- 3rd Vampiric Touch: Touch deals 1d6 damage per 2 levels; caster gains damage as hp.
- 5th Waves of Fatigue: Several targets become fatigued.
- 7th Waves of Exhaustion: Several targets become exhausted.

INITIATE OF GARYX [INITIATE]

You channel the cleansing (ire of destruction, as wielded by your deity).

Prerequisite: Cleric level 5th, dragonblood subtype, deity Garyx.

Benefit: Once per day, you can apply the effect of the Empower Spell metamagic feat to any fire spell you cast without adjusting the spell's level or casting time.

The maximum level of spell that you can affect with this ability is equal to one-third your caster level.

In addition, you add the following spells to your cleric spell list.

- 2nd Flaming Sphere: Create rolling ball of fire that deals 2d6 damage and lasts 1 round/level.
- 4th Ferocity of Sanguine Rage: Gain bonus on melee damage rolls and one use of *true strike*.
- 6th Dragonshape, Lesser: Take the form of a Large red dragon.
- 7th Haze of Smoldering Stone: Volcanic stones deal 4d6 bludgeoning and 8d6 fire damage in a 60-foot cone.

INITIATE OF HLAL [INITIATE]

Fueled by faith in your deity, your audacity and bravery truly know no bounds.

Prerequisite: Cleric level 5th, dragonblood subtype, deity Hlal.

Benefit: Three times per day, you can add your caster level as a bonus on any Escape Artist check or any grapple check made to avoid or escape a grapple.

You must choose to use this ability before you roll the check.

If you have the bardic music class feature, you can use your bardic music one additional time per day.

In addition, you add the following spells to your cleric spell list.

- 2nd Tasha's Hideous Laughter: Subject loses actions for 1 round/level.
- 3rd Dragonshape, Least: Take the form of a pseudodragon.
- 6th Heroism, Greater: Gain +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- 8th Mind of the Labyrinth: Confuse enemies who try to affect your mind; *dominate* one such attacker.

INITIATE OF IO [INITIATE]

Your deity has entrusted you with the responsibility of tending to dragonkind.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Io.

Benefit: You gain a +2 competence bonus on saves against effects created by dragons and creatures of the dragonblood subtype.

This includes spells, spell-like abilities, supernatural abilities, or any other effect with a saving throw DC. (If you have the draconic or half-dragon template, this bonus improves to +4).

You can treat your cleric levels as sorcerer levels for the purpose of qualifying for draconic feats.

In addition, you add the following spells to your cleric spell list.

- 1st Detect Dragonblood: Detect dragons and dragonblood creatures within 60 ft.
- 2nd Dragoneye Rune: Create an invisible draconic mark on an object or creature.
- 2nd Magic of the Dragonheart: Enhance the benefits of your draconic feats.
- 7th Kiss of Draconic Defiance: Hinder nearby spellcasters; counter one spell automatically.

INITIATE OF LENDYS [INITIATE]

Your dedication to justice grants you the ability to ferret out and punish wrongdoers.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Lendys.

Benefit: Add Gather Information and Sense Motive to your list of cleric class skills.

You gain a +1 competence bonus on Gather Information and Sense Motive checks.

In addition, you add the following spells to your cleric spell list.

- 2nd Detect Thoughts: Allows "listening" to surface thoughts.

- 2nd Soul of Order: Cain +2 on Will saves to resist enchantments, your natural weapons are lawful, and you are treated as being lawful for adjudicating effects.
- 4th Geas, Lesser: Command subject of 7 or fewer Hit Dice.
- 5th Hold Monster: As *hold person*, but any creature.
- 7th Justice of the Wurm King: Create a field of arcane force that deals 4d6 damage to melee attackers.

INITIATE OF TAMARA [INITIATE]

You wield the twin powers of mercy and death in service to your draconic patron.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Tamara.

Benefit: When you cast a *cure* spell on a good-aligned creature, you add the spell's level to the damage healed. For example, if you cast *cure moderate wounds*, it heals the standard 2d8 + caster level points of damage, plus an extra 2 points of damage.

In addition, you add the following spells to your cleric spell list.

- 0 Disrupt Undead: Deal 1d6 damage to undead.
- 1st Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.
- 5th Undying Vigor of the Dragonlords: Heal yourself of 5d6 or more points of damage.
- 6th Call of the Twilight Defender: Summon a twilight guardian to fight for you.
- 7th Sunbeam: Beam blinds and deals 4d6 damage.

INITIATE OF TIAMAT [INITIATE]

Your homage to the creator of evil dragonkind has been rewarded with physical and mental power.

Prerequisite: Cleric level 5th, dragonblood subtype, deity Tiamat.

Benefit: Add Intimidate to your list of cleric class skills. When you make a melee attack against a creature that is shaken, frightened, or panicked, you deal an extra 1d6 points of damage.

In addition, you add the following spells to your cleric spell list.

- 1st Charm Person: Make one person your friend.
- 4th Curse of the Elemental Lords: Bestow a curse on enemies, making them more susceptible to your energy damage.
- 5th Dominate Person: Control humanoid telepathically.
- 7th Glorious Master of the Elements: Channel acid, cold, electricity, or fire damage into ranged touch attacks.
- 8th Aspect of the Chromatic Dragon: Take the form of an aspect of Tiamat.

RED DRAGON LINEAGE [DRACONIC]

The fiery blood of red dragons runs within your veins, allowing you to produce flames from thin air.

Prerequisite: Draconic Heritage (red), sorcerer level 3rd.

Benefit: As a standard action, you can spend an arcane spell slot to create a 15-foot cone-shaped burst of fire.

This effect deals 1d8 points of fire damage per level of the spell.

A successful Reflex save (DC 10 + the spell slot's level + your Cha modifier) halves the damage.

Any character who fails the save also takes another 1d8 points of fire damage per spell level in the following round as the flames continue to burn.

This extra damage can be avoided in the same manner as can the extra damage from alchemist's fire (PH 128).

SILVER DRAGON LINEAGE [DRACONIC]

You are the descendant of silver dragons and can harness your ancestors' power to paralyze your opponents.

Prerequisite: Draconic Heritage (silver), sorcerer level 3rd.

Benefit: As a standard action, you can convert an arcane spell slot into a paralyzing blast.

All adjacent enemies are paralyzed for 1 round.

A successful Fortitude save (DC 10 + the spell slot's level + your Cha modifier) negates the effect.

SLAYER OF DRAGONS [CEREMONY]

You protect your allies from the ravages they are sure to face while hunting dragons.

Prerequisite: Knowledge (religion) 4 ranks, must not be of the dragonblood subtype, must not have any draconic feats.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion).

Each ceremony allows you to provide up to five allies with defenses against dragons.

Each ceremony takes 1 minute and requires a torch prepared with special herbs and incenses worth a certain minimum gold piece value (see below).

All participants stand in a circle facing inward and together hold the torch.

The effect of each ceremony lasts for 24 hours.

Stand Together (4 ranks): You draw forth the courage of all the would-be hunters so that all might share it.

When facing a creature that has frightful presence, each participant can treat his Hit Dice (for the purpose of determining the frightful presence's effectiveness) as 1 higher for each other participant in the ceremony who is within 60 feet of him.

This ritual requires special herbs and incenses worth 20 gp.

Stand Apart (8 ranks): You chant a litany of freedom, snuffing the torch in water at the end of the ceremony.

All participants gain a +2 bonus on saves against breath weapons as long as at least one other participant in the ceremony is within 60 feet but not in the area of the same breath weapon.

This ritual requires special herbs and incenses worth 100 gp.

Stand Alone (13 ranks): You chant a litany of devotion as each participant passes a hand over the torch flame.

If at anytime during the next 24 hours, any participant is reduced to -1 or fewer hit points by the attack, breath weapon, spell, or other ability of a dragon, all other participants gain a +2 morale bonus on attack rolls and damage rolls against dragons, as well as on saving throws against the attacks of dragons.

These bonuses last for the next 10 rounds or until the wounded character is restored to 0 or more hit points, whichever comes first.

If at least half of the participants in the ritual have been defeated in this manner, the bonus increases to +5. This ritual requires special herbs and incenses worth 500 gp.

WHITE DRAGON LINEAGE [DRACONIC]

Your veins run with the savage blood of white dragons, allowing you to whip yourself into a rage-like state.

Prerequisite: Draconic Heritage (white), sorcerer level 3rd.

Benefit: As a swift action, you can spend an arcane spell slot to enter a state similar to that of a barbarian's rage. You gain temporary hit points and resistance to cold equal to $5 \times$ the spell's level.

Unlike rage, this state doesn't restrict you from casting spells or performing any other actions, though you can't activate the ability again while it is already active. The effect lasts for a number of rounds equal to $1 +$ your Charisma bonus.

WORDS OF DRACONIC POWER [CEREMONY]

You lap into the great tradition of draconic magic to enhance the words of your allies.

Prerequisite: Knowledge (religion) 4 ranks, Speak Language (Draconic).

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion).

Each ceremony requires 5 minutes, but their forms vary as described below.

Each ceremony can affect up to six individuals, and the effects last for 24 hours.

Ancient Tongue (4 ranks): Using a tindertwig, you burn dragon runes onto a piece of bread (one per participant) and place it on the participant's tongue, thereby sharing your knowledge of the ancient language of dragons.

Each participant gains the ability to speak and understand the Draconic language.

Potent Words (8 ranks): You write mystic incantations on a flask of alchemist's fire (one per participant), making it safe to consume.

Each participant then drinks the contents of the flask. When a participant casts a language-dependent spell, his caster level is increased by 1.

Participants also gain a +1 bonus on saves against language-dependent spells.

Arcane Syllables (14 ranks): You scribe a single draconic rune on a pearl worth at least 1,000 gp (one per participant), which is consumed by the participant.

At any one time during the next 24 hours, the participant can choose to activate the ceremony's power as an immediate action.

This has one of two effects, chosen by the participant.

- If the character is being subjected to a *power word* spell, he can treat his current hit points as twice their actual number for the purpose of determining the effect of the spell. For example, a character with 55 hit points who activated this ability in response to a *power word* kill spell would be unaffected by the spell (since he would effectively have 110 hit points).

- If the character is capable of casting a *power word* spell (that is, he either has such a spell prepared, or he knows one and has a spell slot available to cast it), he can cast that *power word* spell with no additional action required. Doing this expends the prepared spell or spell slot as normal.

DRAGONS OF FAERÛN (3.5)

SIDEBAR FEATS

BREATH OF UNLIFE [METABREATH]

Your breath weapon contains the chill of undeath.

Prerequisite: Cha 13, energy breath weapon, undead.

Benefit: Your energy breath weapon deals half damage of the normal type and half negative energy damage against living creatures.

Your energy breath weapon deals normal energy damage against undead.

In addition, you can take other metabreath feats (see *Draconomicon*) as if you had a Constitution score equal to your Charisma score.

CREATE SPECTRAL SPAWN []

You have the ability to create undead spawn with ties to the Plane of Shadow with your *energy drain* ability.

Prerequisite: *Energy drain* special ability.

Benefits: Creatures slain with your *energy drain* ability arise as spawn under your control with the spectral creature template.

They remain under your control until your death.

EPIC SPELLCASTING [EPIC]

You can create and cast spells that transcend the most powerful existing spells.

Prerequisite: Spellcraft 24 ranks. Knowledge (arcana) 24 ranks, ability to cast 9th-level arcane spells.

OR

Spellcraft 24 ranks. Knowledge (religion) 24 ranks, ability to cast 9th-level divine spells.

OR

Spellcraft 24 ranks. Knowledge (nature) 24 ranks, ability to cast 9th-level divine spells.

Benefit: You can develop and cast epic spells.

If you are an arcane spellcaster, you can cast a number of epic spells per day equal to your ranks in Knowledge (arcana) divided by 10.

If you are a divine spellcaster, you can cast a number of epic spells per day equal to your ranks in Knowledge (religion) or Knowledge (nature) divided by 10.

Special: If you meet more than one set of prerequisites, the limit on the number of spells you can cast per day is cumulative.

For example, if you are a wizard/cleric, you can cast a number of arcane epic spells per day equal to your number of ranks in Knowledge (arcana) divided by 10, plus a number of divine epic spells per day equal to your number

of ranks in Knowledge (religion) or Knowledge (nature) divided by 10.

FAVORED IN GUILD BENEFIT (BLOOD OF MORUEME) []

If you have the Favored in Guild feat, you become a scion of Morueme.

Scions gain access to a variety of goods and services that make their adventuring exploits easier, particularly for tasks done in the service of the Blood of Morueme. Training, spell access, and shares of the spoils brought in by the Morueme clan's actions are all available, as long as the member continues to contribute to the clan's hoards. Scions of Morueme also have access to free spellcasting within the clan.

Once per month, any scion of Morueme can request a single spell from a caster of up to two levels higher than the requester.

Thus a 5th-level scion of Morueme could request a single spell from a 7th-level caster.

If any expensive material components are needed to cast the spell, the requester must provide those (or the coins to purchase them).

Spells with XP components are not available through this service.

Once per month, as part of the preparation for a mission, a scion of Morueme receives disposable magic equipment (scrolls, potions, and wands) equal to 10% of the scion's expected character wealth (see page 135 of the *Dungeon Master's Guide*) from the leadership.

This benefit most often takes the form of curative magic, specialized spells needed for unusually tricky or difficult missions, or extra firepower for raids.

Occasionally, scions can receive permanent magic equipment on loan (usually, with defensive or unusual properties, such as *nonetection*, but they are expected to return these items upon completion of the mission.

FAVORED IN GUILD BENEFIT (CHURCH OF TCHAZZAR) []

If you have the Favored in Guild feat, you gain special treatment in the church.

This special status allows followers to keep magic items and information they find on adventures.

Those who gain Tchazzar's favor are given a pendent known as the *eye of Tchazzar*.

Followers who have not gained Tchazzar's favor are required to show the dragon any treasure they retrieve. Tchazzar chooses which items he wants to add to his hoard and allows them to keep anything else.

FAVORED IN GUILD BENEFIT (CULT OF THE DRAGON) []

The Dragon Cult offers little besides protection and kinship to those without the abilities to bring undeath to a dragon.

Wizards (including specialists) receive one bonus necromancy spell (of any level they can cast) to add to their spellbooks at each new wizard level, if they can cast spells from the school of necromancy.

A wizard attempting to attract a draconic cohort receives a +2 bonus to his Leadership score for that purpose.

A wizard attempting to attract a draconic familiar acts as if he were two levels higher for purposes of the Improved Familiar feat.

FAVORED IN GUILD BENEFIT (JAEZRED CHAULSSIN) []

Thanks to your training with the Jaezred Chaulssin, you gain a +4 bonus to the Fortitude DC required to avoid the kill effect of your death attack.

FAVORED IN GUILD BENEFIT (TALONS OF JUSTICE) []

None.

FAVORED IN GUILD BENEFIT (THE CONFLUENCE) []

If you have the Favored in Guild feat, you gain the ability to cast *alter self* as a spell-like ability once per day.

Your caster level for this ability equals your character level.

FOLLOWER OF THE SCALY WAY []

You are an adherent of Sammaster's teachings.

You hold dragons in high esteem and revere the Sacred Ones (dracoliches).

Prerequisite: Speak Draconic, member of the Cult of the Dragon.

Benefits: You receive a +4 bonus on saves against the frightful presence of true dragons.

You are immune to the frightful presence and paralyzing gaze of dracoliches.

Clerics of evil deities can substitute the Dragon domain or the Scalykind domain for one of their regular domains.

INITIATE OF TCHAZZAR []

You have been initiated into the greatest mysteries of Tchazzar's church.

Prerequisites: Cleric or blackguard 3rd or ranger 5th, Servant of a Dragon Ascendant [Tchazzar].

Benefit: You receive a +2 bonus on saving throws against dragon breath weapons and frightful presence.

In addition, you add the following spells to your blackguard, cleric, or ranger spell list:

0—*flare*

2nd—*flame blade*, *Palarandusk's fire breath*

3rd—*fireball*, *magic vestment*

4th—*fire shield*

SERVANT OF A DRAGON ASCENDANT []

You formally supplicate yourself to an immortal dragon quasi-deity.

Prerequisites: Cleric level 1st, druid level 1st, ranger level 4th, or blackguard level 1st; dragon with 12 levels of the dragon ascendant prestige class as patron deity.

Benefit: You can name a dragon quasi-deity as your patron deity and still receive your cleric, ranger, or blackguard spells normally.

In addition, you can call upon your draconic patron to add a +1 luck bonus on any one attack roll, saving throw, ability check, skill check, or level check.

Special: You can take this feat only once.

Choosing this feat changes your patron deity from your previous deity to a dragon quasi-deity of your choice, and you take no penalties for making this change.

If you later choose a different patron deity, you lose the benefit of this feat, but your new patron can grant you spells just as he or she would for any other cleric.

Tchazzar is currently the only dragon quasi-deity (dragon with 12 levels of the dragon ascendant class) active in Faerûn.

TRANSDIMENSIONAL BREATH [PSIONIC]

Your breath weapon affects bordering planes.

Prerequisite: Cha 13, Ghost Attack, breath weapon.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37 of *Expanded Psionics Handbook*).

When you use your breath weapon, it has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the breath's area.

Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*.

DROW OF THE UNDERDARK (3.5)

MAIN SECTION FEATS

AT HOME IN THE DEEP []

Your innate power over the darkness extends to your senses.

Prerequisite: *Darkness* as a spell-like ability darkvision.

Benefit: You can see through the shadowy illumination created by a *darkness* spell as if the spell weren't there. This ability doesn't apply to other spells that have the darkness descriptor.

BLEND INTO SHADOWS []

You can draw from nearby magical shadow to cloak yourself in darkness.

Prerequisite: *Darkness* as a spell-like ability.

Benefit: As a swift action, you can spend a use of your *darkness* spell-like ability to make a Hide check, even while being observed and without cover or concealment. You must be within 10 feet of an area of magical *darkness*. You also gain one additional daily use of your *darkness* spell-like ability.

CAUTIOUS ATTACK []

When you take your time in combat, you quickly assess the flow of battle to respond rapidly to threats.

Prerequisite: Wis 13, Dodge.

Benefit: Whenever you ready a standard action to attack, you gain a +1 dodge bonus to AC.

This bonus lasts until you take the readied action, or until the start of your next turn, whichever comes first.

CHOSEN FOE []

At the expense of attention to other distractions, you focus on a single opponent to give you a decided advantage while fighting against him.

Benefit: Once during your turn as a free action, you can designate a single opponent.

You gain a +1 insight bonus on attack rolls made against that opponent and a +1 insight bonus to AC against attacks made by that opponent.

In exchange, you take a -2 penalty on attack rolls against other creatures and a -2 penalty to AC against attacks made by other creatures.

The bonus and penalty last until the start of your next turn.

Special: A fighter can select Chosen Foe as a fighter bonus feat.

CLEVER OPPORTUNIST []

When an unwary opponent gives you an opportunity, you use it to change positions with your foe.

Prerequisite: Combat Reflexes.

Benefit: If you hit a creature of your size or smaller with an attack of opportunity, you can spend an immediate action to exchange places with that creature.

Both you and the target must be able to move into and legally occupy the new space in order for this feat to function.

For example, an incorporeal character inside a solid object couldn't exchange places with a corporeal character, nor could a nonflying creature exchange places with an airborne flying creature.

Special: A fighter can select Clever Opportunist as a fighter bonus feat.

COERCIVE SPELL [METAMAGIC]

Living foes damaged by your spell become more pliable and vulnerable to your commands.

Benefit: You can alter a spell that deals damage to foes so that any living creature dealt damage by the spell takes a -2 penalty on Will saves for 3 rounds.

Penalties from multiple coercive spells do not stack.

A coercive spell uses up a spell slot one level higher than the spell's actual level.

CONSTANT GUARDIAN []

By paying careful attention to nearby allies and reducing the accuracy of your attacks, you help protect your companions.

Benefit: Once during your turn as a free action, you can take a -2 penalty on your attack rolls to grant a single ally within 10 feet a +2 dodge bonus to Armor Class.

This effect lasts until the start of your next turn or until you are more than 10 feet from the chosen ally, whichever comes first.

Special: A fighter can select Constant Guardian as a fighter bonus feat.

DAZZLING FIRE []

The illumination you can bestow on others impedes their ability to fight.

Prerequisite: *Faerie fire* as a spell-like ability.

Benefit: When you use *faerie fire* as a spell-like ability, you can choose also to render the target of the *faerie fire* effect dazzled for its duration.

You also gain one extra daily use of your *faerie fire* spell-like ability.

DEAFENING SPELL [METAMAGIC]

You can modify a spell so it deafens targets.

Benefit: You can alter a spell that deals damage to foes so that any living creature dealt damage by the spell is also deafened for 1 round.

The effects from multiple deafening spells do not stack. A deafening spell uses up a spell slot one level higher than the spell's actual level.

DECEPTIVE ILLUMINATION []

Your innate power to create mobile light is far more precise than others'.

Prerequisite: *Dancing lights* as a spell-like ability.

Benefit: You can spend a daily use of your *dancing lights* spell-like ability to cast *silent image* instead.

The illusion lasts for 3 rounds after you cease concentration, but otherwise functions exactly as the spell. Your caster level equals your class level.

You gain one extra daily use of your *dancing lights* spell-like ability.

DUTIFUL GUARDIAN []

You put yourself into harm's way to protect your allies.

Prerequisite: Constant Guardian.

Benefit: Whenever the beneficiary of your Constant Guardian feat is attacked, you can take an immediate action to instantly exchange places with that character.

Both you and the ally must be able to move into and legally occupy the new space in order for this feat to function.

For example, an incorporeal character inside a solid object couldn't exchange places with a corporeal character, nor could a nonflying creature exchange places with an airborne flying creature.

FADE INTO DARKNESS []

By precisely controlling the shadows around you, you render yourself unseen.

Prerequisite: *Darkness* as a spell-like ability.

Benefit: You can spend a daily use of your *darkness* spell-like ability as a standard action to gain a +5 competence bonus on Hide checks for 10 minutes per caster level.

This ability does not function in areas of bright illumination.

You also gain one extra daily use of your *darkness* spell-like ability.

FASCINATING ILLUMINATION []

The lights you create have the power to hypnotize others.

Prerequisite: *Dancing lights* as a spell-like ability.

Benefit: You can spend a daily use of your *dancing lights* spell-like ability to cast *hypnotic pattern* instead.

Your caster level equals your class level.

You also gain one extra daily use of your *dancing lights* spell-like ability.

GIFT OF THE SPIDER QUEEN []

You can combine your racial spell-like abilities in new and potent ways.

Prerequisite: Drow.

Benefit: As an immediate action, you can activate any of the following spell-like abilities (using your class level as your caster level).

You spend one daily use of each spell-like ability used in this combination.

Curtain of Darkness: You can expend one daily use of *dancing lights* and *darkness* to extinguish all nonmagical light sources within 100 feet.

This is not a magical darkness effect; the fires (or other sources, such as sunrods) simply go out.

This ability does not function on any flame larger than that of a torch or lantern, so it cannot be used to extinguish a burning building or as a defense against fire used as a weapon.

This is the equivalent of a 2nd-level spell.

Mirror Image: You can expend one daily use of *dancing lights* and *faerie fire* to use *mirror image* (as the spell, except you gain only 1d4 images).

See Invisibility: You can expend one daily use of *darkness* and *faerie fire* to use *see invisibility* (as the spell, except the duration is only 1 round per caster level).

Blinding Vanish: You can expend one daily use of *dancing lights*, *darkness*, and *faerie fire* to disappear in a blinding flash of light.

All creatures within a 20-foot-radius burst are blinded for 1 round; a successful Fortitude save (DC 14 + your Cha modifier) reduces the effect to dazzled for 1 round.

In addition, you become invisible (as the *invisibility* spell, except the duration is 1 round per caster level).

HAND CROSSBOW FOCUS []

Your hand crossbow attacks gain accuracy and speed.

Prerequisite: Proficiency with hand crossbow, base attack bonus +1.

Benefit: You can reload a hand crossbow as a free action. You also gain a +1 bonus on attack rolls with a hand crossbow.

This bonus does not stack with the bonus from Weapon Focus, but it is the equivalent of Weapon Focus for the purpose of qualifying for feats, prestige classes, and anything else that requires the feat.

Special: A fighter can select Hand Crossbow Focus as a fighter bonus feat.

IMPERIOUS COMMAND []

You strike deep and abiding terror in your foes.

Prerequisite: Cha 15, Intimidate 8 ranks.

Benefit: If you successfully demoralize a foe in combat, the foe cowers in fear for 1 round and is shaken in the following round.

INSTINCTIVE DARKNESS []

After extensive training, you can negate light instinctively.

Prerequisite: *Darkness* as a spell-like ability.

Benefit: You can use your *darkness* spell-like ability as an immediate action.

This does not provoke attacks of opportunity.

You also gain one extra daily use of your *darkness* spell-like ability.

Normal: Using *darkness* requires 1 standard action and provokes attacks of opportunity.

INTENSIFY DARKNESS []

By extending your effort, you can expand the area of your *darkness* spell-like ability.

Prerequisite: *Darkness* as a spell-like ability.

Benefit: If you spend a full-round action to use your *darkness* spell-like ability, you create *deeper darkness* instead. You also gain one extra daily use of your *darkness* spell-like ability.

KNIGHT OF LOLTH []

You have mastered techniques of waging war when mounted on a monstrous spider (or similar vermin).

Prerequisite: Ride 1 rank, Mounted Combat, Vermin Trainer.

Benefit: When riding monstrous vermin, you do not need to make any rolls or checks to remain mounted if your mount travels across walls or ceilings (though if you take damage when on a wall or ceiling, the DC of the check to remain mounted is 10 rather than 5).

When your monstrous vermin mount makes a charge attack, you can spend a standard action to grant it a bonus on the attack roll and damage roll equal to 1/2 your base attack bonus.

Normal: Riding a creature clinging to a wall or ceiling would require various checks depending on circumstances.

MASTER OF POISONS []

You are highly trained and adept in the use of toxic substances.

Benefit: You can apply poison or oil to a weapon as a swift action, without provoking attacks of opportunity.

In addition, you never risk accidentally poisoning yourself when applying poison to a weapon.

Normal: Applying poison or oil to a weapon is a standard action that provokes attacks of opportunity.

When applying poison to a weapon, you have a 5% chance of accidentally poisoning yourself.

MASTER OF SHADOW []

You gain extra uses of your drow powers of light and darkness.

Prerequisite: Drow.

Benefit: You gain one extra daily use of each of your drow spell-like abilities (*dancing lights*, *darkness*, and *faerie fire*).

In addition, you gain a +2 bonus to your caster level with these spell-like abilities.

PARALYZING FISTS []

You can make multiple unarmed attacks to paralyze an opponent in a single round.

Prerequisite: Wis 15, Improved Unarmed Strike, Stunning Fist.

Benefit: When two or more of your Stunning Fist attacks succeed in stunning a single foe in the same round, that creature must make another Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier +1 for each successful Stunning Fist attack).

On a failure, that creature is paralyzed for 1d2 rounds instead of being stunned for 1 round.

Creatures that are not subject to extra damage from critical hits and creatures that are immune to stunning cannot be paralyzed in this manner.

Special: A fighter can select Paralyzing Fists as a fighter bonus feat.

POISON SPELL []

You can mystically transfer a poison to the target of your Spells.

Benefit: You can add a contact or injury poison as a material component to a melee touch spell you are casting. Doing this entails the same risk of poisoning yourself as applying poison to a weapon (DMG 296).

The target of the spell, in addition to being subject to the normal effects of the spell, is also exposed to the poison. (A melee touch spell must deal damage to deliver the effect of an injury poison).

The dose of poison used as the component is expended when you cast the spell, whether or not the spell or poison successfully affects the target.

PSYCHIC REFUSAL []

Spells that target your mind have difficulty penetrating your defenses.

Prerequisite: Spell resistance, Iron Will.

Benefit: You gain a +4 bonus to spell resistance against mind-affecting spells and abilities.

RADIANT FLICKER []

You cloak yourself or another with a nimbus of flickering, bewildering light.

Prerequisite: Dazzling Fire, *faerie fire* as a spell-like ability.

Benefit: You can spend a daily use of your *faerie fire* spell-like ability as a standard action to grant the target concealment from all melee attacks instead.

This effect lasts for 1 round per caster level.

You also gain one extra daily use of your *faerie fire* spell-like ability.

REACTIVE RESISTANCE []

Through extensive practice and meditation, you can lower your spell resistance quickly.

Prerequisite: Spell resistance.

Benefit: You can lower your spell resistance as an immediate action.

It returns to normal at the start of your next turn.

Normal: Lowering spell resistance for 1 round is a standard action.

SADISTIC REWARD []

Your mind and body are fortified by harming others.

Prerequisite: Evil.

Benefit: If you deal damage to a living creature, you gain a +1 morale bonus on saves for 1 round.

SHADOWBORN WARRIOR []

You are adept at fighting in darkness.

Prerequisite: Blind-Fight, Dodge.

Benefit: Whenever you begin combat within an area of darkness or shadowy illumination, you gain a +2 insight bonus on initiative checks.

When in concealment granted by darkness or shadow, you gain a +1 dodge bonus to AC.

Special: A fighter can select Shadowborn Warrior as a fighter bonus feat.

SPIDER COMPANION []

Instead of an animal, you bond with a monstrous spider.

Prerequisite: Vermin Trainer, animal companion.

Benefit: You can select a monstrous spider as your animal companion.

This spider gains all the benefits normally granted to animal companions.

At 1st level, you can select a Tiny, Small, or Medium monstrous spider as your spider companion.

A druid of sufficiently high level can select a more powerful creature as her spider companion, applying the indicated adjustment to the druid's level (in parentheses) for the purpose of determining the spider companion's characteristics and special abilities.

Spider	Minimum Level (Adjustment)
Large	4th (-3)
Huge	10th (-9)

Normal: Spiders are not available as animal companions.

SPIDERFRIEND MAGIC []

Your spells cannot harm your vermin allies.

Benefit: Your spells have no effect against vermin allies (but affect vermin enemies normally).

As a swift action, you can suppress the effect of this feat for 1 round.

STAGGERING CRITICAL []

Your critical hits leave your opponents reeling.

Prerequisite: Improved Critical, base attack bonus +12.

Benefit: When you confirm a critical hit with a weapon for which you have the Improved Critical feat, the target is also slowed for 1 round.

Special: A fighter can select Staggering Critical as a fighter bonus feat.

SURPRISING RIPOSTE []

Through deft maneuvering, you unravel your opponent's defenses.

Prerequisite: Int 13, Combat Expertise, Improved Feint.

Benefit: If you deal damage to an opponent in the same round that you successfully feinted against it, it becomes flat-footed.

This effect lasts 1 round or until the opponent's next turn, whichever comes first.

Opponents that can't be caught flat-footed, such as characters who have uncanny dodge, cannot be affected by Surprising Riposte.

Special: A fighter can select Surprising Riposte as a fighter bonus feat.

UMBRAL SPELL [METAMAGIC]

You add the darkness descriptor to a spell you cast.

Benefit: You can alter a burst-, emanation-, or spread-shaped spell so that it gains the darkness descriptor.

The altered spell automatically dispels any spells with the light descriptor of the spell's level or lower whose effects overlap or are within the altered spell's area.

For example, an umbral *lightning bolt* would dispel any ongoing light spell of 3rd level or lower in the area of the line.

An umbral spell uses up a spell slot one level higher than the spell's actual level.

VERMIN TRAINER []

Your service to the Spider Queen gives you insight into training vermin.

Prerequisite: Drow, Handle Animal 4 ranks, Knowledge (religion) 4 ranks.

Benefit: You can use the Handle Animal skill to handle and train vermin as if they were animals with Intelligence scores of 1.

Normal: Without this feat, only animals and magical beasts with Intelligence scores of 1 or 2 can be handled and trained with the Handle Animal skill, and using Handle Animal on a magical beast is done with a -4 penalty on the check.

Special: The size of vermin directly affects the ability of the trainer to instruct them (see page 46).

VERMINFRIEND []

Thanks to your racial connection to their kind, vermin regard you as one of their own.

Prerequisite: Drow.

Benefit: Whenever a vermin is about to attack you, you can attempt a Charisma check (DC 15 +1/4 the vermin's HD) as an immediate action.

If you succeed, the vermin cannot attack you for 24 hours.

If you attack a vermin that has been affected by this feat, you lose the feat's benefit for 24 hours.

VERSATILE COMBATANT []

You have learned to combine attacks with the favored weapons of the drow.

Prerequisite: Dex 15, proficiency with rapier and hand crossbow.

Benefit: Whenever you are armed with a rapier in your primary hand and a hand crossbow in your offhand, you are treated as having the Two-Weapon Fighting feat for the purpose of calculating attack penalties.

In addition, you do not provoke attacks of opportunity from adjacent opponents when you make ranged attacks with a hand crossbow.

Special: A fighter can select Versatile Combat as a fighter bonus feat.

AMBUSH FEATS

GLOOM STRIKE [AMBUSH]

Your sneak attacks leave a residue of darkness that clouds your enemy's vision.

Prerequisite: Sneak attack +3d6, darkness as a spell-like ability.

Benefit: Your sneak attack creates an aura of magical darkness that impedes your target's vision for 3 rounds. The target takes a -4 penalty on Spot checks and treats all other creatures as having concealment. Neither darkvision nor low-light vision pierces this effect, though the ability to see through magical darkness does. Any spell with the light descriptor suppresses the effect. Using this feat reduces your sneak attack damage by 2d6.

SICKENING STRIKE [AMBUSH]

Your sneak attacks leave enemies reeling in pain.

Prerequisite: Sneak attack +2d6.

Benefit: The target of your sneak attack, if it is a living creature, is sickened for 1 round.

Using this feat reduces your sneak attack damage by 1d6.

TERRIFYING STRIKE [AMBUSH]

Your sneak attacks inspire fear.

Prerequisite: Intimidate 4 ranks, sneak attack +2d6.

Benefit: The target of your sneak attack is shaken for 1 round.

This effect doesn't stack with any other fear effects, including itself.

This is a mind-affecting fear effect.

Using this feat reduces your sneak attack damage by 1d6.

VENOMOUS STRIKE [AMBUSH]

You know where to place your sneak attacks to deliver a highly effective poisoned strike.

Prerequisite: Poison use, sneak attack +2d6.

Benefit: If you are wielding a poisoned weapon as part of your sneak attack, the poison's save DC increases by 2.

Using this feat reduces your sneak attack damage by 1d6.

DIVINE FEATS

DIVINE INTERCESSION [DIVINE]

You can channel divine energy to remove yourself from a dangerous situation.

Prerequisite: Turn or rebuke undead, Travel or Trickery domain.

Benefit: You can spend three turn or rebuke undead attempts to teleport to any point up to 30 feet away within line of sight.

This effect functions as *dimension door*, except that you can't bring along other creatures.

LOLTH'S BOON [DIVINE]

You can channel negative energy to empower vermin.

Prerequisite: Rebuke undead, drow or Lolth as patron deity.

Benefit: You can spend two rebuke undead attempts as a standard action to unleash a 60-foot-radius burst of divine energy.

Each vermin in the area gains temporary hit points equal to its HD, as well as a +2 profane bonus on melee damage rolls. These effects last for 5 rounds.

LOLTH'S CARESS [DIVINE]

You can channel negative energy to accelerate poisonous effects.

Prerequisite: Rebuke undead, drow or Lolth as patron deity.

Benefit: You can spend a rebuke undead attempt to speed up the effects of poison, affecting all creatures within 20 feet of you.

Any poisoned creature in the area that has not yet attempted its saving throw against the poison's secondary effect must do so immediately.

(This takes the place of the saving throw at the end of the normal poison duration).

PROFANE AGONY [DIVINE]

You can channel negative energy to deal terrible pain.

Prerequisite: Rebuke undead, Death or Destruction domain.

Benefit: You can spend a rebuke undead attempt as a full-round action to channel your deity's displeasure at a single living creature within 30 feet.

That creature takes 3d6 points of nonlethal damage and is sickened for 1 round.

A successful Fortitude save (DC 10 + one-half your level + your Cha modifier) negates the damage, but not the sickening effect.

VILE FEATS

UNSPEAKABLE VOW [VILE]

You willingly give yourself to the service of an evil deity or cause, denying yourself an ordinary life to serve your unspeakable ends.

Benefit: You gain a +2 profane bonus on Intimidate checks.

VOW OF DECADENCE [VILE]

You have taken an unspeakable vow to indulge your every desire, even at the expense of others around you.

Prerequisite: Unspeakable Vow.

Benefit: You cannot overdose when using drugs.

If the drug deals variable damage, you always take the minimum amount.

If the drug has a penalty that lasts for a variable amount of time, it is always for the minimum time described.

In addition, you gain a +4 competence bonus on saving throws against ingested poisons.

Special: To fulfill your vow, you must consume an intoxicating, stimulating, depressing, or hallucinogenic substance at least once per day.

If you intentionally abstain, you immediately and irrevocably lose the benefit of this feat.

You may not take another feat to replace it.

If you break your vow as a result of magical compulsion, or otherwise unintentionally, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

VOW OF THE SPIDER QUEEN [VILE]

You have taken an unspeakable vow to further the interests of the Spider Queen at all costs.

Prerequisite: Caster level 6th, rebuke undead, Unspeakable Vow, Verminfriend.

Benefit: This unspeakable vow grants a variety of supernatural benefits, but at a terrible price.

You gain immunity to poison.

When using the Verminfriend feat, you gain a +5 insight bonus on the Charisma check, and you can prevent any single vermin within 30 feet from attacking you.

If you succeed, the affected vermin cannot attack you for 24 hours.

Also, you can expend a rebuke undead attempt to rebuke or command vermin.

This ability functions like rebuke undead, except that it affects vermin.

Finally, you develop horrid glands in your mouth that allow you to spit a wad of toxic fluid.

Your glands produce enough poison to spit a number of times per day equal to 3 + your Con bonus (if any).

Treat this as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of acid damage and forces the target to succeed on a Fortitude save (DC 10 + 1/2 your level + your Con modifier) or take 1d4 points of Strength damage.

Ten rounds later, the target must succeed on a second save against the same DC or take an additional 1d4 points of Strength damage.

Every creature within 5 feet of the target takes 1 point of acid damage from the splash.

Special: To fulfill your vow, you must not cause harm to any vermin.

You may not deal lethal damage or ability damage to such creatures through spells or weapons, though you can deal nonlethal damage.

You may not target them with death effects, *disintegrate*, or other spells that have the immediate potential to cause death or great harm.

You also may not use nondamaging spells to incapacitate or weaken vermin so your allies can kill them.

In addition, once per week, you must perform a horrid ritual that involves opening yourself to the maddening presence of the Spider Queen.

The ritual takes 8 hours, and at the end of this time you take 1d8 points of Wisdom damage.

Wisdom damage can be healed normally.

If you intentionally break this vow or fail to perform the profane ritual, Lolth finds you wanting.

If you have 11 or fewer HD, you immediately transform into a *chwidendcha* (see page 108), becoming a scuttling thing with no memory of your former self.

If you have 12 or more HD, you immediately become a drider.

In both cases, you automatically lose the benefit of this feat and may not select a new one to replace it.

If you break your vow because of magical compulsion, or otherwise unintentionally, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

VOW OF VENGEANCE [VILE]

Filled with hate, you have made an unspeakable vow to visit vengeance on those whom you believe wronged you and your people.

Whether the affront is real or imagined, you settle for nothing less than the extermination of your enemy.

Prerequisite: Unspeakable Vow.

Benefit: Choose one creature type or subtype from those given on Table 3–14: Ranger Favored Enemies, PH 47.

You gain a +2 profane bonus on damage rolls against these creatures, as well as a +4 profane bonus on rolls to confirm critical threats against them.

Special: To fulfill your vow, you must kill at least one creature of the selected type each month.

When facing these creatures, you cannot retreat and you must fight until you or all the creatures of your chosen foe are killed.

You can take prisoners, but they must die within 1 week of capture.

If you intentionally break any portion of this vow, you immediately and irrevocably lose the benefit of this feat.

You may not take another feat to replace it.

If you break your vow as a result of magical compulsion, or otherwise unintentionally, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

VRIL FEATS

DAZING SHRIEK []

Your shriek dazes enemies in addition to dealing damage.

Prerequisite: Vril, base attack bonus +3.

Benefit: Creatures that take damage from your shriek must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Con modifier) or be dazed for 1 round.

GREAT SHRIEK []

You can daze and deafen opponents with your piercing shriek.

Prerequisite: Vril, Dazing Shriek, base attack Bonus +9.

Benefit: Creatures that take damage from your shriek must succeed on a Fortitude save (DC 10 + 1/2 your

character level + your Con modifier) or be dazed for 1d4 rounds and deafened for 1 minute.

IMPROVED SKINSHIFT []

You can better protect yourself against certain types of weapons.

Prerequisite: Vril, character level 5th.

Benefit: The damage reduction you gain from your skinshift ability increases to 10.

SUDDEN SHRIEK []

You can use your shriek ability quickly when performing other actions.

Prerequisite: Vril, base attack bonus +2.

Benefit: You can use your shriek ability as a swift action.

Normal: Using your shriek ability usually requires a standard action.

VRIL DROW SLAYER []

You despise drow and have learned how to fight them and their ilk more effectively.

Prerequisite: Vril, base attack bonus +4.

Benefit: You are no longer take a -4 penalty on Fortitude saves against drow and spiderkind poison.

In addition, you gain a +1 morale bonus on attack rolls against drow and creatures related to drow (including driders, szarkai, and scorrow [*Secrets of Xen'drik*]) and spiderkind, and a +4 dodge bonus to Armor Class against these creatures.

WEAPON STYLE FEATS

ALEVAL SCHOOL [STYLE]

You have learned House Aeval's fighting techniques, allowing you to deal damage that weakens your enemy's physical or mental state.

Prerequisite: Spellcraft 2 ranks, Weapon Finesse, base attack bonus +4, sneak attack +2d6 or sudden strike +2d6.

Benefit: When you deal sneak attack or sudden strike damage, you can sacrifice 1d6 points of this extra damage to bestow a -2 penalty on one of the target's three saving throws (your choice) for 1 round.

You can use this feat once per round.

DESPANNA SCHOOL [STYLE]

You have learned House Despanna's fighting techniques, which involve teaming up against an enemy with summoned creatures.

Prerequisite: Power Attack, Weapon Focus (light mace, heavy mace, or warmace), base attack bonus +5, ability to cast any *summon monster* spell.

Benefit: As long as you and a monster you summoned threaten the same foe, you are considered to be flanking that foe even if you don't have an ally on the foe's opposite side.

In addition, once per round you can declare that a melee attack you make with a mace, heavy mace, or warmace against a flanked enemy is intended to open the enemy's defenses.

You must declare this attempt before you roll your attack, and the attempt is wasted for the round if the attack misses. If the attack hits, your summoned creatures gain a +2 morale bonus on attack rolls and damage rolls against that enemy until the start of your next turn.

EILSERVS SCHOOL [STYLE]

You have learned the fighting techniques of House Eilservs, which utilize magic staves in combat.

Prerequisite: Spellcraft 2 ranks, Two-Weapon Fighting, Weapon Focus (quarterstaff), base attack bonus +6.

Benefit: When you strike a creature with a magic staff, you gain a bonus on damage rolls equal to +1 per 10 charges remaining in the staff (rounded up).

If you strike a foe with both ends of a magic staff in the same round, you can immediately activate one of the spells from the staff as a swift action.

The spell must target or be centered either on you or the target struck (or on any corner of your or your target's space, in the case of an area spell).

This feat doesn't let you activate a magic staff that you wouldn't otherwise be able to activate.

Staves without charges (such as a simple +1 *quarterstaff*) gain no benefit from this feat.

Normal: Activating a spell trigger item is a standard action.

INLINDL SCHOOL [STYLE]

You have learned House Inlindl's fighting techniques, which focus on using light weapons and shields.

Prerequisite: Int 13, Combat Expertise, Shield Proficiency, Weapon Finesse.

Benefit: At the start of your turn, you can choose to sacrifice your shield bonus to AC in exchange for a bonus on melee attack rolls equal to one-half that bonus.

This bonus applies only on attacks made with light weapons (or other weapons to which Weapon Finesse applies).

This effect lasts until the start of your next turn.

SHI'QUOS SCHOOL [STYLE]

You have learned the mobile fighting style of House Shi'Quos.

Prerequisite: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +6.

Benefits: If you deal damage with a charge attack or Spring Attack against an opponent at a lower elevation than you, the target also falls prone unless it succeeds on a Reflex save (DC 10 + 1/2 your level + your Dex modifier).

STEAL AND STRIKE [STYLE]

You are a master of the style of fighting that involves using a rapier and a kukri at the same time.

With it, you can rob an opponent of its weapon and strike swiftly when it is vulnerable.

Prerequisite: Combat Expertise, Improved Disarm, Two-Weapon Fighting, Weapon Focus (kukri), Weapon Focus (rapier).

Benefit: If you successfully disarm an opponent with your rapier, you can make a free attack with your kukri at your highest base attack bonus.

You can use this feat once per round.

TORMTOR SCHOOL [STYLE]

You have learned House Tormtor's fighting technique from its weapon masters.

Prerequisite: Point Blank Shot, Weapon Focus (javelin), base attack bonus +6.

Benefit: If you deal damage on a melee attack with a javelin, you can then throw that javelin at any other target within 30 feet as a swift action (using your highest base ranged attack bonus).

You take no penalty when making a melee attack with a javelin.

You gain a +1 bonus on damage rolls with javelins.

VAE SCHOOL [STYLE]

You have learned House Vae's fighting style.

Prerequisite: Int 13, Combat Expertise, Improved Trip, Weapon Focus (spiked chain or whip), base attack bonus +7.

Benefit: Once per round, when you deal damage to a flat-footed foe (or a foe you flank) with a whip or a spiked chain, you can also initiate a trip attack (as if you had hit with a touch attack).

If you fail to trip when using this special attack, your opponent cannot attempt to trip you in turn.

You must declare this attempt before you roll your attack, and the attempt is wasted for the round if the attack misses. You must have Weapon Focus with the weapon you are using for this feat.

In other words, having Weapon Focus (whip) does not allow you to use the Vae School feat with a spiked chain, or vice versa.

Normal: You must make a trip attack separately from a normal attack.

If you fail to trip the foe, he can attempt to trip you in turn.

XANIQOS SCHOOL [STYLE]

You have learned the fighting style of House Xanikos, which favors aggressive crossbow maneuvers.

Prerequisite: Dex 13, Dodge, Mobility, Point Blank Shot, Shot on the Run, base attack bonus +6.

Benefit: If you have moved at least 10 feet toward your target since the start of your turn, your crossbow attacks deal an extra 1d6 points of damage against that target in this round.

This feat's benefit doesn't apply when you are mounted. In addition, reloading your crossbow does not provoke attacks of opportunity.

SIDEBAR FEATS

DROW LEGACY []

The drow blood in your veins runs true and grants you some abilities from that heritage.

Prerequisite: Half-elf with drow ancestry.

Benefit: You have a +2 racial bonus on Will saves against spells and spell-like abilities.

You have darkvision out to 60 feet.

You receive Exotic Weapon Proficiency (hand crossbow), as well as, Undercommon and the drow dialect of Elven as automatic languages.

If you have an Intelligence score of 13 or higher, you also gain the following spell-like abilities, each usable once per day: *dancing lights*, *darkness*, and *faerie fire*.

Your caster level equals your class level.

Normal: A half-elf with drow ancestry normally just receives the half-elf racial traits as described in the *Player's Handbook*.

Special: Taking this feat also causes you to have light sensitivity: You are dazzled (–1 circumstance penalty on attack rolls, saves, and checks) in bright sunlight or within the radius of a *daylight* spell.

NEW DROW FEAT

This feat is provided for half-elf characters with drow ancestry that wish to emphasize their dark elf heritage. This feat can be taken only at 1st level. In a FORGOTTEN REALMS campaign, this should be considered a regional feat and subject to the rules described on page 33 of *Player's Guide to Faerun*.

POWERFUL CHARGE []

A creature with this feat can charge with extra force.

Prerequisite: Medium or larger, base attack bonus +1.

Benefit: When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is Medium size).

For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when the creature makes a charge.

It does not work when the creature is mounted.

If the creature has the ability to make multiple attacks after a charge, it can apply this extra damage to only one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

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SIDEBAR FEATS

LEADERSHIP []

You are the sort of person others want to follow, and you have done some work attempting to recruit cohorts and followers.

Prerequisites: The character must be at least 6th level.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her.

See Table 2–25: Leadership for what sort of cohort and how many followers the character can recruit.

TABLE 2-25: LEADERSHIP

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or less	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier.

In order to take into account negative Charisma modifiers, Table 2-25: Leadership allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in Table 2-26: Leadership Modifiers.

Cohort Level: The character can attract a cohort of up to this level.

Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

A 6th-level paladin with a +3 Charisma bonus, for example, can still only recruit a cohort of 5th level or lower.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. For example, a character with a Leadership score of 14 can lead up to fifteen 1st-level followers and one 2nd-level follower.

TABLE 2-26: LEADERSHIP MODIFIERS

General Leadership Modifiers	
The Leader Has a Reputation of	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2
Cohort-Only Leadership Modifiers	
The Leader	Leadership Modifier
Has a familiar/paladin's warhorse/animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*
*Cumulative per cohort killed.	
Follower-Only Leadership Modifiers	
The Leader	Leadership Modifier
Has a stronghold, base of operations, guildhouse, and so on	+2
Moves around a lot	-1
Caused the death of other followers	-1

TABLE 2-27: EXAMPLE SPECIAL COHORTS

Creature	Alignment	Level Equivalent
Werebear	Lawful good	9th
Pegasus	Chaotic good	6th
Unicorn*	Chaotic good	8th
Dire wolf	Neutral	6th
Owlbear	Neutral	6th
Griffon	Neutral	9th
Dragonne**	Neutral	10th
Hell hound	Lawful evil	6th
Displacer beast	Lawful evil	7th
Imp	Lawful evil	7th
Young green dragon^	Lawful evil	9th
Erinyes (devil)	Lawful evil	15th
Quasit	Chaotic evil	8th
Ettin	Chaotic evil	8th

*Leader must be a human, elfen, or half-elfen maiden.

**The leader is immune to the dragonne's roar.

^The dragon ages but does not gain XP.

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EPIC FEATS

FAMILIAR SPELL [EPIC]

Your familiar can cast a spell.

Prerequisite: Int 25 (if your spellcasting is controlled by Intelligence) or Cha 25 (if your spellcasting is controlled by Charisma).

Benefit: Choose one spell you know of 8th level or lower, such as *chain lightning* or *circle of death*.

Your familiar can now cast this spell once per day as a spell-like ability as a caster of a level equal to your caster level.

You cannot bestow a spell upon your familiar if the spell normally has a material component cost of more than 1 gp, or any XP cost.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your familiar a new spell-like ability, or another daily use of the same spell-like ability.

GREAT SMITING [EPIC]

Your smite attacks are much more powerful than normal.
Prerequisites: Cha 25, smite ability (from class feature or domain granted power).

Benefit: Whenever you make a successful smite attack, add twice the appropriate level to damage (rather than just your level).

Special: You may select this feat multiple times. Its effects stack.

(Remember that two doublings equals a tripling, and so forth).

IMPROVED ELEMENTAL WILD SHAPE [EPIC]

You can take the form of a larger variety of elementals than normal.

Prerequisites: Wis 25, ability to wild shape into an elemental.

Benefit: Your ability to wild shape into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that you can take when wild shaping into an animal.

For instance, if you are normally capable of taking the shape of an animal of Huge size, you can now wild shape into a Huge elemental creature. You gain all extraordinary and supernatural abilities of the elemental whose form you take.

Normal: Without this feat, you may only take the shape of a Small, Medium, or Large air, earth, fire, or water elemental.

IMPROVED FAVORED ENEMY [EPIC]

Prerequisites: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and damage rolls against all your favored enemies.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED METAMAGIC [EPIC]

You can cast spells using metamagic feats more easily than normal.

Prerequisites: Four metamagic feats, Spellcraft 30 ranks.

Benefit: The spell slot you must use to cast a metamagic spell is one level lower than normal (to a minimum of one level higher than normal).

For instance, you could cast a quickened spell as a spell of three levels higher than normal rather than four levels higher.

This feat has no effect on a metamagic feat that requires a spell slot one level higher than normal or does not require a higher-level slot.

Special: You can gain this feat multiple times.

The effects stack, though you can't lower the level of any metamagic spell's slot to less than one level higher than normal.

IMPROVED SNEAK ATTACK [EPIC]

Your sneak attacks are more deadly than normal.

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to your sneak attack damage.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED SPELL CAPACITY [EPIC]

You can prepare spells that exceed the normal limits of spellcasting.

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest level spell you can already cast in a particular class.

For example, if a 21st-level wizard selected this feat, she would gain one wizard spell slot of any level up to 10th. The character must have the requisite ability score (10 + spell level) in order to cast a spell stored in such a slot.

If the character has a high enough ability modifier to gain one or more bonus spells for this spell level, she also gains those bonus spells for this spell level.

This feat can't grant spellcasting ability to a class that doesn't have spellcasting ability.

A character must use the spell slot in a class of which she can already cast the maximum normal spell level.

(For instance, a 5th-level ranger/22nd-level sorcerer couldn't add a ranger spell slot, because she can't cast the maximum normal spell level for ranger.

She must add the spell slot to her sorcerer spells).

Special: You can gain this feat multiple times.

IMPROVED STUNNING FIST [EPIC]

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of your stunning attack.

This feat may be taken multiple times. Its effects stack.

LASTING INSPIRATION [EPIC]

Your songs continue to inspire allies long after your words have faded.

Prerequisite: Perform (any one) 25 ranks, bardic music class feature.

Benefit: The effects of your bardic music inspiration abilities last for ten times as long as normal after you stop singing.

This has no effect on inspiration abilities that have no duration after you stop singing (such as inspire competence).

OVERWHELMING CRITICAL [EPIC]

Choose one type of melee weapon, such as longsword or greataxe.

With that weapon, you do more damage on a critical hit.

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen).

Benefit: When using the weapon you have selected, you deal an extra 1d6 points of damage on a successful critical hit.

If the weapon's critical multiplier is $\times 3$, add an extra 2d6 points of damage instead, and if the multiplier is 4, add an extra 3d6 points of damage instead.

(Creatures immune to critical hits can't be affected by this feat).

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new type of weapon.

PLANAR TURNING [EPIC]

You can turn or rebuke outsiders.

Prerequisites: Wis 25, Cha 25, ability to turn or rebuke undead.

Benefit: You can turn or rebuke outsiders as if they were undead.

An outsider has effective turn resistance equal to half its spell resistance (round down).

If you can turn undead, you turn (or destroy) all evil outsiders and rebuke (or command) all nonevil outsiders.

If you can rebuke undead, you rebuke (or command) all evil outsiders and rebuke (or command) all nonevil outsiders.

SPELL KNOWLEDGE [EPIC]

You add two additional arcane spells to your repertoire.

Prerequisites: Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

Benefit: You learn two new arcane spells of any level up to the maximum level you can cast.

This feat does not grant any additional spell slots.

Special: You can gain this feat multiple times.

TERRIFYING RAGE [EPIC]

While in a rage, you panic your opponents.

Prerequisites: Intimidate 25 ranks, rage 5/day.

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if it has HD less than your character level) or shaken (if it has HD equal to or up to twice your character level) for 4d6 rounds.

An enemy with Hit Dice greater than twice your character level is not affected by this feat.

SIDEBAR FEATS

IMPROVED FAMILIAR [GENERAL]

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar (see page 52 of the *Player's Handbook*).

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster.

The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

For example, a chaotic good spellcaster could acquire a neutral familiar.

A lawful neutral spellcaster could acquire a neutral good familiar.

Familiar	Alignment	Arcane Spellcaster
		Level
Shocker lizard	Neutral	5th
Stirge	Neutral	5th
Formian worker	Lawful neutral	7th
Imp	Lawful evil	7th
Pseudodragon	Neutral good	7th
Quasit	Chaotic evil	7th

Improved familiars otherwise use the rules on page 52 of the *Player's Handbook*, with two exceptions.

If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

The list in the table above presents only a few possible improved familiars.

Almost any creature of the same general size and power as those on the list makes a suitable familiar.

Nor is the master's alignment the only possible categorization.

For instance, improved familiars could be assigned by the master's creature type or subtype, as shown below.

Familiar	Type/Subtype	Arcane Spellcaster
		Level
Celestial hawk ¹	Good	3rd
Fiendish Tiny viper snake ²	Evil	3rd
Air elemental, Small	Air	5th
Earth elemental, Small	Earth	5th
Fire elemental, Small	Fire	5th
Shocker lizard	Electricity	5th
Water elemental, Small	Water	5th
Homunculus ³	Undead	7th
Ice mephit	Cold	7th

¹ Or other celestial animal from the standard familiar list.

² Or other fiendish animal from the standard familiar list.

³ The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

LEADERSHIP [GENERAL]

A character with this feat is the sort of individual others want to follow, and he or she has done some work attempting to recruit cohorts and followers.

Prerequisites: A character must be at least 6th level to take this feat.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her.

See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier).

A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed below.

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. A 6th-level paladin with a +3 Charisma bonus, for example, can still only recruit a cohort of 4th level or lower. The cohort should be equipped with gear appropriate for its level (see Table 4–23: NPC Gear Value, page 127).

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. For example, a character with a Leadership score of 14 can lead up to fifteen 1st-level followers and one 2nd-level follower.

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	–1
Aloofness	–1
Cruelty	–2

Other modifiers may apply when the character tries to attract a cohort:

The Leader . . .	Modifier
Has a familiar, special mount, or animal companion	–2
Recruits a cohort of a different alignment	–1
Caused the death of a cohort	–2*

* Cumulative per cohort killed.

Followers have different priorities from cohorts.

When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader . . .	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	–1
Caused the death of other followers	–1

Creature	Alignment	Level Equivalent
Blink dog	Lawful good	6th
Lammasu	Lawful good	12th
Werebear (lycanthrope)	Lawful good	10th
Avoral (guardinal)	Neutral good	15th
Bralani (eladrin)	Chaotic good	11th
Pegasus	Chaotic good	6th
Unicorn ¹	Chaotic good	8th
Griffon	Neutral	10th
Dragonne ²	Neutral	10th
Satyr	Chaotic neutral	7th
Hell hound	Lawful evil	7th
Displacer beast	Lawful evil	10th
Imp (devil)	Lawful evil	7th
Young green dragon ³	Lawful evil	16th
Erinyes (devil)	Lawful evil	16th
Quasit (demon)	Chaotic evil	8th
Ettin	Chaotic evil	15th

1 Leader must be a human, elf, or half-elf maiden.

2 The leader is immune to the dragonne's roar.

3 The dragon ages but does not gain XP.

TATTOO FOCUS [SPECIAL]

You bear the powerful magical tattoos of a Red Wizard of Thay.

Prerequisite: Specialized in a school of magic.

Region: Thay.

Benefit: Add +1 to the DC for all saving throws against spells from your specialized school.

You get a +1 bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance when casting spells from that school.

Special: Only characters with the Tattoo Focus feat can participate in Red Wizard circle magic (see below).

DUNGEON MASTER'S GUIDE 2 (3.5)

SIDEBAR FEATS

APPRENTICE []

A character with this feat has apprenticed himself to a master in order to speed his learning and bolster his skills. This feat must be taken at 1st level.

Once you start gaining experience, your methods of learning are already too ingrained for you to be able to gain the benefits of a mentor-apprentice relationship.

Prerequisite: 1st level only.

Benefits: When you select this feat, you gain all the benefits described in this section for being an apprentice.

BUSINESS SAVVY []

You are particularly gifted when it comes to setting up and maintaining profitable businesses.

Prerequisite: Negotiator.

Benefits: You gain a +2 bonus on all profit checks.

In addition, you get a +1 luck bonus on all attack rolls, saving throws, and checks when resolving any business-related events.

FAVORED IN GUILD []

You are an active and valued member of your guild.

Prerequisite: Membership in a guild.

Benefit: Select one of your guild's associated skills.

As long as you remain a member of that guild, you gain a +2 competence bonus on all checks made with that skill.

As a fringe benefit, you also gain an ability relating to your guild's type, as described below.

Arcane: The guild subsidizes the creation of magic items, reducing your raw material costs by 5%.

Criminal: The guild opens up new options for black marketeering.

Once every character level, you can purchase any product or service for 75% of its actual price in any city in which your guild maintains a guildhouse.

Government: You gain a +1 bonus on Diplomacy and Intimidate checks when dealing with members of any guild, including your own.

Mercantile: You can charge a little bit more for the goods and services you sell, since membership in the guild implies quality.

Once per character level, you can sell a good or service for 100% markup over its regular price in any city where the organization maintains a guildhouse.

Mercenary: Members of the same mercenary guild tend to use combat tactics that mesh well with each other.

Whenever you are adjacent to another member, each of you gains a +1 competence bonus to Armor Class.

Naturalist: A naturalist guild uses a complex and constantly evolving set of trailglyphs and blazes to keep its members informed of dangers, shelter, good hunting, and other hazards or hidden benefits in the wilderness.

You gain a +2 competence bonus on any Survival check made to keep from getting lost or to avoid a natural hazard, such as quicksand.

In addition, you can choose a particular type of creature from the following list: animal, fey, giant, monstrous humanoid, plant, or vermin.

You gain a +5 competence bonus on any Knowledge (nature) check you make concerning your chosen creature type.

Performer: While in a city that has a guildhouse, you can substitute a Perform or Profession check for a Diplomacy or Gather Information check by offering your service for free. In addition, you gain twice the normal income when using the Perform or Profession skill to earn money.

Psionic: The guild subsidizes the creation of psionic items, reducing your raw material costs by 5%.

Religious: Your faith is bolstered by active membership in the guild.

Once per character level, you can deem a particularly insidious mind-affecting ability possessed by an enemy to be a test of faith, thereby gaining a one-time +5 bonus on your Will saving throw.

Scholastic: Once per character level, you can take 20 on any Knowledge skill in which you have at least 1 rank.

Using this ability takes 1 hour, and you can do so only while you are in your guildhouse, since you must research the desired information in the guild's holdings from other guild members to accomplish the task.

Normal: To receive general benefits from your guild, you must pay your monthly dues.

You do not gain any guild fringe benefits.

GUILDMASTER []

You are one of the leaders of your guild.

Prerequisites: Favored in Guild, Leadership, at least one guildmaster-associated feat (see the table below); your followers and cohorts must also qualify to join the guild; and at least one of your guild-associated skills must be a class skill for you and must be at maximum rank.

Benefits: You gain a +2 competence bonus on each of your guild-associated skills.

In addition, because of your enhanced status, you no longer need to pay guild dues.

If your guild is a standard or expansive one, you can expect special treatment—specifically, free lodging, free food, an office, and a simple workshop, laboratory, or other space that contains any basic tools of your guild's trade—at any guildhouse.

Furthermore, as a guildmaster, you have some degree of authority over other guild members.

Once per day, you can exchange the primary cohort you gained from your Leadership feat for a different cohort from your guild.

Otherwise, the standard rules for choosing a cohort apply. The DM determines the actual pool of cohorts available to you, but the new cohort is usually from the list of associated classes provided in the description of each guild type (see Guild Types, page 223).

Special: Guildmasters are expected to spend at least 8 consecutive hours per week dealing with administrative matters and interacting with other guild members.

A guildmaster who fails to meet this requirement loses the benefits of this feat for the following week.

Special: You must keep at least one of your guild-associated class skills at maximum rank as you attain new levels.

A guildmaster who fails to meet this requirement loses the benefits of this feat until he gains the necessary ranks.

Special: As a nonstandard award for completing a particularly dangerous and lengthy mission of great importance to a PC's guild, the DM can award this feat as a bonus feat to anyone who qualifies for it.

GUILDMASTER-ASSOCIATED FEATS

Guild	Associated Feats
Arcane	Any item creation feat
Criminal	Agile, Deceitful, Deft Hands, Nimble Fingers, Stealthy
Government	Negotiator, Persuasive, Skill Focus (any guild-associated skill)
Mercantile	Deceitful, Diligent, Skill Focus (any guild-associated skill)
Mercenary	Combat Expertise, Dodge, Endurance, Mounted Combat
Naturalist	Alertness, Animal Affinity, Endurance, Great Fortitude, Natural Spell, Run, Self-Sufficient
Performer	Acrobatic, Agile, Athletic, Endurance, Great Fortitude, Skill Focus (Perform or Profession)
Psionic	Any psionic item creation feat
Religious	Extra Turning, Improved Turning, Skill Focus (Knowledge [religion]), Weapon Focus (with deity's favored weapon)
Scholastic	Skill Focus (Knowledge [any])

MENTOR []

A character who takes this feat has offered his knowledge and skill to a lower-level NPC and takes that NPC on as an apprentice.

Prerequisites: 8 ranks in at least two of the four skills associated with your mentor category; Apprentice; you must have graduated from an apprenticeship.

Benefits: When you select this feat, you gain all the benefits described in this section for being a mentor.

TRUEBOND []

Your bond to your chosen item becomes stronger.

Prerequisite: Character level 6th, completion of a bonding ritual.

Benefit: You gain a special ability from the bond you have established with your chosen item, as noted in the ritual description for the last bonding ritual you completed. This special ability applies only while the bonded item is in your immediate possession (held or carried on your body). In addition, you can use *locate object* as a spell-like ability at will (caster level equals your character level), but only to locate the bonded item.

DUNGEONSCAPE (3.5)

MAIN SECTION FEATS

COMBAT TINKERING []

You can disarm traps or pick locks quickly and efficiently, even under the pressure of combat.

Benefit: You gain a +4 bonus on Concentration checks to avoid being distracted in combat while making Disable Device or Open Lock checks.

You also gain a +4 bonus when attempting to quicken a Disable Device or Open Lock check (see the Quicken Skill Checks sidebar).

Normal: You must make a Concentration check whenever you are damaged or otherwise distracted while attempting to use the Disable Device or Open Lock skills. The DC to open a lock or disable a device is increased by 20 if you attempt to complete the task in a shorter amount of time.

Special: This feat is particularly useful against encounter traps (see page 120).

GNOME TUNNEL ACROBATICS [TACTICAL]

Goblin raiding parties whisper of the crazed but effective tactics that gnome tunnel guards use to defend their homes.

The gnomes excel at using acrobatics to penetrate enemy ranks or launch devastating attacks from above.

Prerequisites: Gnome; or base attack bonus +4, Knowledge (dungeoneering) 2 ranks, and Tumble 9 ranks.

Benefit: The Gnome Tunnel Acrobatics feat enables the use of certain tactical maneuvers, described below.

Combat Puppeteer: You slip between your foes in a blur of movement, confusing them and causing them to strike at each other by mistake.

If you use the Tumble skill to avoid an opponent's attack of opportunity, you can use this maneuver on the following round.

You must make a double move and attempt a Tumble check at a –5 penalty to avoid a foe's attack of opportunity.

If your check succeeds, your foe makes an attack of opportunity but targets a creature of your choice within its reach rather than you.

You can use this maneuver against one creature per round.

Tunnel Scrambler: Using a series of deft tumbles and somersaults, you crowd your opponent and force him to move.

If you make a successful melee attack against an opponent who has walls adjacent to at least two sides of his space, you can make a special Tumble check on your next turn.

This check requires a full-round action.

As part of this action, make a Tumble check to move through the target's space.

On a successful check, you stop in his space (rather than move past him) and attack as part of your full-round action. If the check fails, you provoke an attack of opportunity, and the rest of your full-round action is wasted.

If your melee attack hits, you move your foe 5 feet in a direction of your choice.

You now occupy the space that he occupied (or one of the spaces of your choice).

If your melee attack misses, you return to the space you occupied when you started this maneuver.

Wall Leaper: If you drop from a wall while climbing and land adjacent to a creature, you can make one attack as a standard action.

This attack counts as a charge, and you gain a bonus on your damage roll equal to the number of points of falling damage that you take.

Special: A fighter can select Gnome Tunnel Acrobatics as one of his fighter bonus feats (PH 38).

HAMMER AND PITON [STYLE]

You can drive pitons into your foes, giving you a useful perch from which to strike.

Prerequisites: Strength 15, Climb 3 ranks.

Benefit: While wielding a one-handed bludgeoning melee weapon in your primary hand and a climbing piton or spike in the other, you can make a touch attack with the piton as a standard action.

This attack deals 1d4 points of damage + your Strength modifier.

The target must be size Large or bigger.

If the target is at least one size category larger than you, you can make a special Climb check (DC equal to the target's Armor Class) to enter his space as a move action.

You must make the check on the same turn in which you struck your foe with the piton.

If the check succeeds, you enter and remain in the target's space without provoking an attack of opportunity from the target.

You lose your Dexterity bonus to Armor Class, but if your foe moves, you remain in his space as he moves, if any attack against you deals 10 or more points of damage, you must make a Climb check (DC equal to the number of points of damage) to remain in place.

If the check fails, you must leave your foe's space and enter the nearest clear space.

Special: A fighter can select Hammer and Piton as one of his fighter bonus feats (PH 38).

QUICK RECONNOITER []

You are skilled at scanning an area or object quickly and thoroughly.

Prerequisite: Listen 5 ranks, Spot 5 ranks.

Benefit: You can make one Spot check and one Listen check each round as a free action.

You also gain a +2 bonus on initiative checks.

Normal: Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or a Listen check requires a move action.

TRAP ENGINEER []

You have spent a great deal of time studying trap construction and recognize the work of famous builders, which gives you an edge against their devices.

Prerequisites: Knowledge (architecture and engineering) 1 rank, Knowledge (dungeoneering) 4 ranks.

Benefit: You know the styles of famous dungeon architects or recognize their influences.

After finding or setting off a trap in a dungeon, you gain a +2 bonus on future Search checks and Disable Device checks to find or disarm traps in that same dungeon.

You also gain a +4 bonus on Reflex saves to avoid traps in that dungeon, and a +4 dodge bonus to Armor Class against attacks made by traps in that dungeon.

TRAP SENSITIVITY []

Your senses are so attuned that you can detect mechanical traps that are close by.

Prerequisites: Elf or trapfinding class feature, trap sense +2.

Benefit: When you pass within 5 feet of a mechanical trap, you are entitled to make a Search check to notice the trap as if you were looking for it.

You cannot sense magic traps or spell traps with this feat.

Normal: Without this feat, you must actively search for a trap to find it before it activates.

TUNNEL FIGHTING []

You are adept at maneuvering and fighting in tight spaces and underground passages.

Prerequisites: Base attack bonus +1.

Benefit: When squeezing into or through a tight space, you do not take a penalty on your attack rolls or to your Armor Class.

Normal: Each movement into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space, you take a -4 penalty on your attack rolls and a -4 penalty to your Armor Class (PH 148).

Special: A fighter can select Tunnel Fighting as one of his fighter bonus feats (PH 38).

UNDERMOUNTAIN TACTICS [TACTICAL]

Dwarves have developed a variety of cunning tactics to defeat those foolish enough to enter their mountain redoubts.

While gnomes lack the dwarves' militaristic streak, they too have refined these tactics in countless battles against kobolds and goblins.

Prerequisites: Dwarf or gnome; or base attack bonus +6 and Knowledge (dungeoneering) 2 ranks.

Benefit: The Undermountain Tactics feat enables the use of certain tactical maneuvers, described below.

Stair King: To use this maneuver, you must gain the high ground bonus on your attacks against an opponent.

If you hit your foe with two or more melee attacks during your turn, he must make a Balance check (DC 10 + your Str modifier) or be knocked prone.

Your opponent can opt to succeed automatically on his Balance check.

If he does so, he will lose his move action on his next turn, but he will Succeed automatically on Balance checks to resist this maneuver until the start of his next turn.

Your opponent must make this choice before seeing the result of his Balance check.

You can target a particular creature with this maneuver once per round.

Tunnel Fighter: To use this maneuver, you must be the target of at least one melee attack from at least one foe while standing with walls adjacent to you on two or more sides.

When you are attacked under such conditions, you gain a +2 bonus to Armor Class due to cover.

(If you gain cover from another source, this benefit does not stack with it).

You also block line of sight for any spells or attacks made by your opponents, though your allies can fire through your space as normal.

Door Sentinel: To use this maneuver, you must fight defensively while adjacent to or standing in a doorway, a gate, or a similar opening in a wall.

You must be adjacent to or standing in each square across the doorway's width.

For 1 round after you fight defensively, you gain a +4 bonus on Strength or Dexterity checks to resist bull rush or trip attacks.

Any creature attempting a Tumble check to avoid your attack of opportunity takes a -5 penalty on the check.

Any creature attempting to tumble through your space takes a -10 penalty on its check.

Special: A fighter can select Undermountain Tactics as one of his fighter bonus feats (PH 38).

WEAPON AND TORCH [STYLE]

You have mastered a style of fighting (that uses a melee weapon and a torch to devastating effect).

You can dazzle and burn your opponent with the open flame.

Benefit: While fighting with a one-handed melee weapon and holding a lit torch in the other hand, you can make a special attack as a full-round action.

Attack once with your melee weapon.

If the attack hits, you also sweep your torch across your foe's eyes, dealing 1d6 points of fire damage and dazzling him for 1d4 rounds.

You can also use this feat while wielding a lit lantern, a sunrod, or an *everburning torch* in your off hand, although items that do not give off heat do not deal fire damage.

ELDER EVILS (3.5)

MAIN SECTION FEATS

ABYSS-BOUND SOUL [VILE]

You have pledged your immortal soul to a particular demon lord in return for a gift that aids your evil works in life.

Prerequisite: Evil Brand, Thrall to Demon.

Benefit: Your evil brand incorporates the personal symbol of your demon lord patron, who watches over you from the Abyss.

You gain a +2 bonus on saving throws made against spells that have the good descriptor.

Additionally, a tiny portion of your patron's power infuses your body, granting you an additional benefit.

The exact benefit gained depends on who your patron is, as given below.

ABOMINABLE FORM [VILE, DEFORMITY]

You revel in the ruination of your flesh, drawing power from your disturbing deformities.

Prerequisite: Willing Deformity.

Benefit: Living creatures with fewer Hit Dice than you that can see your undisguised form are afflicted by disgust. Each such creature must succeed on a Will save (DC 15 + 2 for each deformity feat you possess) or become shaken for a number of rounds equal to your Constitution modifier (minimum 1 round).

Special: Your ghastly appearance grants you a +2 circumstance bonus on Intimidate checks.

APOSTATE [VILE]

Your hatred of the gods cloaks you with potent resistance against their works.

Prerequisite: Wis 15.

Benefit: You gain a profane bonus equal to one-half your character level on saving throws against divine spells.

You cannot voluntarily fail a saving throw against a divine spell, even if the spell is harmless.

Special: If you are a divine spellcaster with a code of conduct (such as a paladin), selecting this feat violates your code of conduct regardless of your alignment.

CHOSEN OF EVIL [VILE]

Your naked devotion to wickedness causes dark powers to take an interest in your well-being.

Prerequisites: Con 13, any other vile feat.

Benefit: As an immediate action, you can take 1 point of Constitution damage to gain an insight bonus equal to the number of vile feats you have, including this one.

Until the end of your next turn, you can apply this bonus on one attack roll, saving throw, ability check, or skill check.

Make this decision before determining the result of the roll.

DARK SPEECH [VILE]

You learn a smattering of the language of truly dark power.

Prerequisites: Will save bonus +5, Int 15, Cha 15.

Benefit: You can use the Dark Speech to bring loathing and fear to others, to help cast evil spells and create evil magic items, and to weaken physical objects.

Dread: Whenever you use Dark Speech in this manner, you take 1d4 points of Charisma damage, and every other creature in a 30-foot radius must attempt a Will save (DC 10 + 1/2 your character level + your Cha modifier).

The result of a failed save by a listener depends on the listener's character level and alignment, as detailed in the table below.

Level (Alignment)	Result
1st-4th (non-evil)	Listener is shaken for 10 rounds and must flee from you until you are out of sight.
1st-4th (evil)	Listener cowers in fear for 10 rounds.
5th-10th (non-evil)	Listener is shaken for 10 rounds.
5th-10th (evil)	Listener is charmed by you (as <i>charm monster</i>) for 10 rounds.
11th+ (non-evil)	Listener is filled with loathing for you but is not otherwise influenced.
11th+ (evil)	Listener is impressed, and you gain a +2 competence bonus on attempts to change its attitude in the future.

Power: Whenever you use Dark Speech in this manner, you take 1d4 points of Charisma damage.

By incorporating the Dark Speech into the verbal component of a spell, you increase its effective caster level by 1.

By using it during the creation of an evil magic item, you increase its caster level by 1 without increasing the cost.

Corruption: As a full-round action, you can whisper vile words at an inanimate object and reduce its hardness by half.

This use does not drain you, but you cannot use the ability more than once on a single object.

Dark Unity: You can use the Dark Speech to establish a hive mind in any swarm of vermin or animals with an Intelligence score of 2 or lower.

Thereafter, you can give the swarm one command as per the *suggestion* spell (caster level equals your Hit Dice). Whenever you infuse a swarm in this manner, you take 1d4 points of Constitution damage.

Normal: Attempting to utter a word of Dark Speech always ends in immediate death for a speaker who is not trained in its dark power.

It is impossible for an unwilling creature to use the Dark Speech, because the language's pronunciation is so exacting.

Special: You gain a +4 circumstance bonus on saving throws made when someone uses the Dark Speech against you.

Special: If you cannot take ability damage, you cannot select this feat.

DARK WHISPERS [VILE]

By whispering foul utterances in the Dark Speech, you can drive your enemies insane.

Prerequisite: Dark Speech.

Benefit: In addition to the basic uses of the Dark Speech, you can whisper words of incredible wickedness to form grotesque visions in the minds of those who hear you. All living creatures within a 30-foot radius that can hear your words must make Will saves (DC 10 + 1/2 your character level + your Cha modifier).

On a failure, creatures with fewer Hit Dice than you are staggered for 1d10 rounds; those with as many or more Hit Dice are *confused* for 1 round.

This is a mind-affecting, supernatural effect.

Whenever you use Dark Speech in this manner, you take 1 point of Charisma damage.

Special: You gain a +2 circumstance bonus on saving throws made when someone uses the Dark Speech against you.

This bonus stacks with the +4 circumstance bonus from Dark Speech.

Special: If you cannot take ability damage, you cannot select this feat.

DEFORMITY (EYES) [VILE, DEFORMITY]

You have either drilled a hole in your forehead trying to add a third eye, or you have supernaturally scarred one of your regular eyes.

Prerequisite: Willing Deformity.

Benefit: As a supernatural ability, you can use see invisibility for 1 minute per day.

Special: You take a -2 penalty on Spot and Search checks.

DEFORMITY (FACE) [VILE, DEFORMITY]

Because of intentional self-mutilation, you have a hideous face.

Prerequisite: Willing Deformity.

Benefit: You gain a +2 circumstance bonus on Intimidate checks and a +2 deformity bonus on Diplomacy checks dealing with evil creatures of a different type.

DEFORMITY (GAUNT) [VILE, DEFORMITY]

Through intentional starvation and macabre operations, you are grossly underweight.

You have a skeletal appearance, and your weight is now half normal for creatures of your kind.

Prerequisite: Willing Deformity.

Benefit: You gain a +2 bonus to Dexterity and a -2 penalty to Constitution.

Furthermore, you gain a +2 circumstance bonus on Escape Artist checks and Intimidate checks.

DEFORMITY (MADNESS) [VILE, DEFORMITY]

You revel in madness, embracing your hallucinations, erratic behavior, and deviant cravings.

Your mind cannot be touched by outside influences.

Prerequisite: Willing Deformity.

Benefit: You take a permanent -4 profane penalty to your Wisdom score to become immune to all mind-affecting spells and abilities.

As an immediate action, you can derive clarity from your madness to add a bonus equal to one-half your character level to a single Will save.

Make this decision before determining the results of the saving throw.

You must wait 1 minute before you can take this action again.

DEFORMITY (PARASITE) [VILE, DEFORMITY]

You invite parasites into your body in exchange for a greater hardness against diseases and poisons.

Prerequisite: Willing Deformity.

Benefit: As an immediate action, you can negate any disease or poison affecting you.

On your next turn, you can take only a move action or a standard action as the agitated parasites wriggle in your flesh.

ENEMY OF GOOD [VILE]

You draw power from your unholy devotion.

Prerequisites: Chosen of Evil, Evil Brand.

Benefit: Whenever you cast a spell or use a spell-like ability against a creature of the good subtype or a creature that radiates an aura of good, the save DC, if any, increases by 2.

EVIL'S BLESSING [VILE]

Entities of utter evil and villainy have a stake in your survival.

Prerequisite: Cha 13.

Benefit: As a standard action, you gain a profane bonus on saving throws equal to your Charisma bonus (minimum +1).

This bonus lasts for 5 rounds.

During any round in which you deal at least 1 point of damage to a creature of the good subtype or a creature that radiates an aura of good, this bonus is doubled.

FILTHY OUTBURST [VILE]

You shriek a phrase in the Dark Speech to deafen or torment those around you.

Prerequisites: Base Will save +7, Dark Speech.

Benefit: As a swift action, you loose a blistering torrent of foul curses and wicked insults in the Dark Speech.

All living creatures within 60 feet that can hear you must succeed on Will saves (DC 10 + 1/2 your character level + your Cha modifier) or become deafened for a number of rounds equal to your character level.

As long as an affected creature is deafened, it takes a -4 profane penalty on saving throws to resist evil spells or spell-like abilities.

Whenever you use Dark Speech in this manner, you take 1d6 points of Charisma damage.

Special: If you cannot take ability damage, you cannot select this feat.

HARVESTER OF SOULS [VILE]

When you deliver a killing blow, you destroy both the flesh and the soul.

Prerequisite: Base attack bonus +11.

Benefit: Whenever you use the coup de grace action to kill a creature, that creature cannot be restored to life by any means short of a *miracle* or *wish* spell until you are slain. You gain 2 temporary hit points per Hit Die of the slain creature.

These temporary hit points last for up to 1 hour.

INSANE DEFIANCE [VILE]

You adopt insanity as a shield to turn effects that target your mind against those around you.

Prerequisite: Base Will save +5.

Benefit: As an immediate action, whenever you are the target of a mind-affecting spell or spell-like ability, you can take 1 point of Wisdom damage to retarget the effect to another creature of your choice within the effect's range. The new target takes a -4 circumstance penalty on its saving throw, if any, against that effect.

Special: If you cannot take ability damage, you cannot select this feat.

LICHLOVED [VILE]

By repeatedly consorting with the undead, you gain dread powers.

Prerequisite: Evil Brand.

Benefit: Mindless undead see you as an undead creature. Becoming more and more like an actual undead creature, you gain a +1 circumstance bonus on saving throws against mind-affecting spells and abilities, poison, sleep, paralysis, stunning, and disease.

MASTER'S WILL [VILE]

The elder evil you serve is fickle in its rewards and punishments.

Prerequisites: Chosen of Evil or undead type, Evil Brand.

Benefit: As an immediate action, you can beseech the elder evil for assistance.

Roll 1d20.

If the result of the die roll is an odd number, you gain a +8 bonus on one attack roll, saving throw, ability check, or skill check for 1 round.

If the result is even, you take 1 point of damage for each Hit Die or character level you possess.

You must make the decision to use this ability before making an attack roll, save, or check.

MURDEROUS INTENT [VILE]

Your favored enemies fear your savagery and inhumanity.

Prerequisites: Base attack bonus +9, favored enemy (any one).

Benefit: Choose one creature of a type or subtype you have selected as a favored enemy.

As a full-round action, you can make a single melee attack against the chosen creature.

If you deal at least 1 point of damage, that creature must make a Will save (DC 10 + 1/2 your character level + your Cha modifier).

On a failure, it is overcome with dread and can take only a move action or a standard action on its next turn.

You automatically confirm any critical threats made against a favored enemy.

REFLEXIVE PSYCHOSIS [VILE, DEFORMITY]

In the face of adversity, you withdraw into the haunted corridors of your mind.

Prerequisite: Deformity (Madness).

Benefit: As an immediate action, you can gain damage reduction 5/- for 1 round.

After using this ability, you are *confused* until the end of your next turn.

SLAVE TO EVIL [VILE]

You have pledged your soul to an elder evil.

You gain benefits that grow more powerful as your master's sign intensifies.

Prerequisite: Chosen of Evil.

Benefit: You gain an aura of evil as if you were an evil outsider (see *detect evil*, PH 218).

Whenever you are the target of an evil spell, decrease all variable numeric effects of the spell to their minimum possible values.

In addition, your abilities increase with the intensity of your master's sign.

All effects are cumulative.

Faint: You gain a +2 profane bonus on saves against divine spells.

Moderate: You gain a +1 insight bonus on attack rolls and damage rolls against divine spellcasters.

Strong: You gain spell resistance equal to 11 + your character level against divine spells.

If you already have spell resistance, it increases by 5 against divine magic.

Overwhelming: All divine spells cast within 30 feet of you are impeded, meaning that a divine spellcaster must succeed on a Spellcraft check (DC 20 + spell level) or lose the spell or spell slot with no effect.

THRALL TO DEMON [VILE]

You formally become a supplicant to a demon lord.

In return for your obedience, you gain a small measure of that demon lord's power.

Prerequisite: Chaotic evil alignment.

Benefit: Once per day, while performing an evil act, you can call upon your demonic patron and gain a +1 luck bonus on any one attack roll, saving throw, ability check, skill check, or level check.

VILE KI STRIKE [VILE]

You can focus evil power into your unarmed strike.

Prerequisite: Cha 15, Improved Unarmed Strike.

Benefit: Each time you deal damage with your unarmed strike, you deal an extra 1 point of vile damage.

VILE MARTIAL STRIKE [VILE]

You can focus evil power into your weapon blows.

Prerequisite: Cha 15, Weapon Focus with the specified weapon.

Benefit: Each time you deal damage with a specific kind of weapon, you deal an extra 1 point of vile damage.

Special: You can take this feat more than once, selecting a different weapon each time.

VILE NATURAL ATTACK [VILE]

You can focus evil power into your natural attacks.

Prerequisite: Natural attack that deals at least 1d8 points of damage, base attack bonus +5.

Benefit: Each time you deal damage with your natural attack, you deal an extra 1 point of vile damage.

ENEMIES AND ALLIES (3.0)

SIDEBAR FEATS

IMPROVED SUNDER [GENERAL]

You are adept at placing your attacks precisely where you want to land.

Prerequisites: Base attack bonus +2, Power Attack, Sunder, Str 13+.

Benefit: When you strike an opponent's weapon, you inflict double damage.

POWER LUNGE [GENERAL]

Your ferocious attacks may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage.

You provoke an attack of opportunity from the opponent you charged.

RECKLESS OFFENSIVE [GENERAL]

You lower your guard in order to make a telling attack.

Prerequisites: Base attack bonus +2 or higher, Power Attack.

Benefit: On your action, before making attack rolls for a round, you may choose to take a -4 penalty on your AC

during the round to gain a +2 competence bonus on all melee attacks in the same round.

The penalty to AC and bonus on melee attacks apply only your next action.

You cannot use Reckless Offensive with ranged attacks.

EPIC LEVEL HANDBOOK (3.0)

MAIN SECTION FEATS

ADDITIONAL MAGIC ITEM SPACE [EPIC]

You can wear more magic items.

Benefit: Choose one type of magic item that has a limit on the number you can simultaneously wear and gain its benefit, such as ring or belt.

You can now wear one more magic item of this type and also gain its benefit.

Normal: Without this feat, a character is limited to one headband, hat, or helmet; one pair of eye lenses or goggles; one cloak, cape, or mantle; one amulet, brooch, medallion, necklace, periapt, or scarab; one suit of armor; one robe; one vest, vestment, or shirt; one pair of bracers or bracelets; one pair of gloves or gauntlets; two rings; one belt; and one pair of boots.

Special: You can gain this feat multiple times.

Each time you take the feat, it applies to a new type of wearable magic item.

ARMOR SKIN [EPIC]

Your skin becomes like armor.

Benefit: You gain a +2 natural armor bonus to Armor Class, or your existing natural armor bonus increases by 2. This feat does not stack with any natural armor bonus granted by magic items or nonpermanent magical effects.

Special: A character can gain this feat multiple times. Its effects stack.

AUGMENTED ALCHEMY [EPIC]

You can create alchemical items and substances that are much more powerful than normal.

Prerequisites: Int 21, Alchemy 24 ranks.

Benefit: Whenever creating an alchemical item or substance, you can choose to make it more powerful than normal by adding +20 to the DC required to create it and multiplying its price by 5.

If the item or substance deals damage, double the damage dealt.

If the item or substance doesn't deal damage, double the duration of [its effect.

If the item or substance doesn't deal damage and doesn't have a specific listed duration (or has an instantaneous duration), double all dimensions of its area.

If the item or substance doesn't fit any of these categories, then it cannot be affected by this feat.

See the Alchemy skill description earlier in this chapter for more information.

AUTOMATIC QUICKEN SPELL [EPIC]

You can cast any of your lesser spells with a moment's thought.

Prerequisites: Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You may cast all 0-, 1st-, 2nd-, and 3rd-level spells as quickened spells without using higher-level spell slots.

The normal limit to the number of quickened spells you may cast per round applies.

Spells with a casting time of more than 1 full round can't be quickened.

Special: You can gain this feat multiple times.

Each time you take the feat, the spells of your next three lowest spell levels can now be quickened with no adjustment to their spell slots.

Thus, a wizard who took this feat twice could quicken his 0-through 6th-level spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells, such as a good cleric's *cure* spells).

AUTOMATIC SILENT SPELL [EPIC]

You can cast any of your lesser spells silently.

Prerequisites: Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You may cast all 0-, 1st-, 2nd-, and 3rd-level spells as silent spells without using higher-level spell slots.

Special: You can gain this feat multiple times.

Each time you take the feat, the spells of your next three lowest spell levels can now be silenced with no adjustment to their spell slots.

Thus, a wizard who took this feat twice could cast his 0-through 6th-level spells as silent spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form (including sorcerer spells and spontaneously cast spells, such as a good cleric's *cure* spells). However, since bard spells can't be enhanced with the Silent Spell feat, they can't be affected by this feat either.

AUTOMATIC STILL SPELL [EPIC]

You can cast any of your lesser spells without gestures.

Prerequisites: Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You may cast all 0-, 1st-, 2nd-, and 3rd-level spells as stilled spells without using higher-level spell slots.

Special: You can gain this feat multiple times.

Each time you take the feat, the spells of your next three lowest spell levels can now be stilled with no adjustment to their spell slots.

Thus, a wizard who took this feat twice could still his 0-through 6th-level spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells, such as a good cleric's *cure* spells).

BANE OF ENEMIES [EPIC]

Your attacks deal great damage to your favored enemies.

Prerequisites: Wilderness Lore 24 ranks, five or more favored enemies (as the ranger class feature).

Benefit: Any weapon you wield against one of your favored enemies is treated as a bane weapon for that creature type (thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage).

This ability doesn't stack with similar abilities (for instance, if the weapon is already a bane weapon).

BEAST COMPANION [WILD] [EPIC]

You can befriend a beast.

Prerequisites: Beast Wild Shape, Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: As the druid's animal companion ability, except that when you use *animal friendship*, the spell also applies to beasts.

Despite the greater intelligence of beasts, companion beasts will not submit to tasks (or perform "tricks") that animals cannot accomplish.

At most, you can have beast and animal companions whose combined HD are not more than twice your caster level.

BEAST WILD SHAPE [WILD] [EPIC]

You can wild shape into beast form.

Prerequisites: Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: You can use your normal *wild shape* ability to take the form of a beast.

The size limitation is the same as your limitation on animal size.

You gain any extraordinary abilities of the beast whose form you take.

BLINDING SPEED [EPIC]

You can trigger short bursts of great speed.

Prerequisite: Dex 25.

Benefit: You can act as if *hasted* for 5 rounds each day.

The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Special: You can gain this feat multiple times.

Each time you take the feat, it grants an additional 5 rounds of haste per day.

BONUS DOMAIN [EPIC]

You have access to one additional domain of spells.

Prerequisites: Wis 21, ability to cast 9th-level divine spells.

Benefit: Choose an additional domain from your deity's domain list.

You now have access to that domain's spells and granted powers as normal for your domain spells.

Special: You can gain this feat multiple times.

Each time you take the feat, it applies to a different domain.

BULWARK OF DEFENSE [EPIC]

Prerequisites: Con 25, defensive stance 3/day.

Benefit: Your defensive stance bonuses increase to +4 Strength, +6 Constitution, +4 resistance bonus on all saves, and +6 dodge bonus to AC.

CHAOTIC RAGE [EPIC]

Your rage is particularly damaging to lawful creatures.

Prerequisites: Rage 5/day, chaotic alignment.

Benefit: Any weapon you wield while in a rage is treated as a chaotic weapon (it deals +2d6 points of damage against creatures of lawful alignment).

This ability does not stack with similar abilities (for instance, if the weapon is already a chaotic weapon).

COLOSSAL WILD SHAPE [WILD] [EPIC]

You can *wild shape* into animals of Colossal size.

Prerequisite: The ability to *wild shape* into a Gargantuan creature.

Benefit: You can use your *wild shape* to take the shape of a Colossal animal.

Normal: Without this feat, you cannot *wild shape* into an animal of greater than Huge size.

COMBAT ARCHERY [EPIC]

You can fire a bow in melee safely.

Prerequisites: Dodge, Mobility, Point Blank Shot.

Benefit: You do not incur any attacks of opportunity for firing a bow when threatened.

Normal: Without this feat, you incur an attack of opportunity from all opponents who threaten you whenever you use a bow.

CRAFT EPIC MAGIC ARMS AND ARMOR [ITEM CREATION] [EPIC]

You can craft magic arms and armor of epic power.

Prerequisites: Craft Magic Arms and Armor, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks.

Benefit: You can craft magic arms and armor which exceed the normal limits for such items (as stated in the *DUNGEON MASTER's Guide*).

For instance, you could craft a magic sword with an enhancement bonus of greater than +5, with a total effective enhancement bonus greater than +10, or that required prerequisite spells of higher than 9th level. See Chapter 4: Epic Magic Items for examples of epic magic arms and armor.

CRAFT EPIC ROD [ITEM CREATION] [EPIC]

You can craft magic rods of epic power.

Prerequisites: Craft Rod, Knowledge (arcana) 32 ranks, Spellcraft 32 ranks.

Benefit: You can craft rods that exceed the normal limits for such items (as stated in this book and in the *DUNGEON MASTER's Guide*).

For instance, you could craft a rod with an enhancement bonus greater than +5 or a rod with prerequisite spells of higher than 9th level.

See Chapter 4: Epic Magic Items for examples of epic rods.

CRAFT EPIC STAFF [ITEM CREATION] [EPIC]

You can craft magic staffs of epic power.

Prerequisites: Craft Staff, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

Benefit: You can craft staffs that exceed the normal limits for such items (as stated in this book and in the *DUNGEON MASTER's Guide*).

For instance, you could craft a staff that cast spells greater than 9th level, or a staff with an enhancement bonus greater than +5.

See Chapter 4: Epic Magic Items for examples of epic staffs.

CRAFT EPIC WONDROUS ITEM [ITEM CREATION] [EPIC]

You can craft wondrous items of epic power.

Prerequisites: Craft Wondrous Item, Knowledge (arcana) 26 ranks, Spellcraft 26 ranks.

Benefit: You can craft wondrous items that exceed the normal limits for such items (as stated in this book and in the *DUNGEON MASTER's Guide*).

For instance, you could craft a cloak of Charisma with an enhancement bonus greater than +6 or an item that required prerequisite spells higher than 9th level.

See Chapter 4: Epic Magic Items for examples of epic wondrous items.

DAMAGE REDUCTION [EPIC]

You can shrug off some damage from attacks.

Prerequisite: Con 21.

Benefit: You gain damage reduction 3/–.

This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, or this feat itself.

Special: A character can gain this feat multiple times. Each time you gain the feat, your damage reduction increases by 3.

DEAFENING SONG [EPIC]

Your bardic music deafens those nearby.

Prerequisites: Perform 24 ranks, bardic music class feature.

Benefit: You can use song or poetics to temporarily deafen all enemies within a 30-foot spread from you.

A successful Fortitude save (DC 10 + 1/2 your class level + your Charisma modifier) negates the effect.

The deafening effect lasts for as long as you continue the deafening song.

You can choose to exclude any characters from this effect (usually your allies).

You may sing, play, or recite a deafening song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details).

You may keep up the deafening song for a maximum of 10 rounds.

Using the deafening song counts as one of your uses of song or poetics for the day.

DEATH OF ENEMIES [EPIC]

You can instantly slay your favored enemies with a single strike.

Prerequisites: Bane of Enemies, Wilderness Lore 30 ranks, five or more favored enemies (as ranger class feature).

Benefit: Any time you score a critical hit against one of your favored enemies, it must make a Fortitude save (DC 10 + 1/2 your ranger class level + your Wisdom modifier) or die instantly.

Special: Creatures immune to critical hits can't be affected by this feat.

DEVASTATING CRITICAL [EPIC]

Choose one type of melee weapon, such as longsword or greataxe.

With that weapon, you are capable of killing any creature with a single strike.

Prerequisites: Str 25, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Overwhelming Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen).

Benefit: When using the weapon you have selected, whenever you score a critical hit the target must make a Fortitude save (DC 10 + 1/2 your character level + your Strength modifier) or die instantly.

(Creatures immune to critical hits can't be affected by this feat).

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a different type of weapon.

DEXTEROUS FORTITUDE [EPIC]

You are able to resist physical attacks with exceptional agility.

Prerequisites: Dex 25, slippery mind class feature.

Benefit: Once per round, when targeted by an effect that requires a Fortitude saving throw, you may make a Reflex save instead to avoid the effect (evasion is not applicable).

DEXTEROUS WILL [EPIC]

You are able to resist compelling effects with exceptional agility.

Prerequisites: Dex 25, slippery mind class feature.

Benefit: Once per round, when targeted by an effect that requires a Will saving throw, you may make a Reflex save instead to avoid the effect (evasion is not applicable).

DIMINUTIVE WILD SHAPE [WILD] [EPIC]

You can *wild shape* into animals of Diminutive size.

Prerequisite: Ability to *wild shape* into a Huge animal.

Benefit: You can use your *wild shape* to take the shape of a Diminutive animal.

Normal: Without this feat, you cannot *wild shape* into an animal of smaller than Tiny size.

DIRE CHARGE [EPIC]

You can make a full attack as part of a charge.

Prerequisite: Improved Initiative.

Benefit: If you charge a foe during the first round of combat (or the surprise round, if you are allowed to act in it), you can make a full attack against the opponent you charge.

Normal: Without this feat, you may only make a single attack as part of a charge.

DISTANT SHOT [EPIC]

You can target anything you can see with a ranged weapon.

Prerequisites: Dex 25, Far Shot, Point Blank Shot, Spot 20 ranks.

Benefit: You may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

DRAGON WILD SHAPE [WILD] [EPIC]

You can take the form of a dragon.

Prerequisites: Wis 30, Beast *Wild Shape*, Knowledge (nature) 30 ranks, *wild shape* 6/day.

Benefit: You may use *wild shape* to change into a dragon (black, blue, green, red, white, brass, bronze, copper, gold, or silver).

The size limitation is the same as your limitation on animal size.

You gain all extraordinary and supernatural abilities of the dragon whose form you take.

EFFICIENT ITEM CREATION [EPIC]

Select an item creation feat.

You can create magic items using that feat much more quickly than normal.

Prerequisites: Item creation feat to be selected, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: Select an item creation feat.

Creating a magic item using that feat requires one day per 10,000 gp of the item's market price, with a minimum of one day.

Normal: Without this feat, creating a magic item requires one day for each 1,000 gp of the item's market price.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different item creation feat.

ENERGY RESISTANCE [EPIC]

You can resist the effects of a chosen type of energy.

Benefit: Choose a type of energy (acid, cold, electricity, fire, or sonic).

You gain resistance 10 to that type of energy, or your existing resistance to that type of energy increases by 10.

This feat does not stack with energy resistance granted by magic items or nonpermanent magical effects.

Special: A character can gain this feat multiple times, if the same type of energy is chosen, the effects stack.

ENHANCE SPELL [METAMAGIC] [EPIC]

You can increase the power limit of your damage-dealing spells.

Prerequisite: Maximize Spell.

Benefit: The damage cap for your spells increases by 10 dice (for spells that deal a number of dice of damage equal to your caster level, such as *fireball*) or by 5 dice (for spells that deal a number of dice of damage equal to half your level, such as *searing light*).

An enhanced spell uses up a spell slot four levels higher than the spell's actual level.

For example, an enhanced *fireball* has a damage cap of 20d6 (rather than 10d6).

An enhanced *searing light* has a damage cap of 10d8 (rather than 5d8).

This feat has no effect on spells that don't specifically deal a number of dice of damage equal to your level or half your level, even if the spell's effect is largely dictated by your level.

Thus, it has no effect on *magic missile* (even though your level indicates how many missiles you fire), *Melf's acid arrow* (even though your level indicates how many rounds the acid deals damage), or *produce flame* (even though you add your level to the base 1d4 damage dealt).

Normal: Without this feat, use the damage dice caps indicated in the spell's description.

Special: You may gain this feat multiple times. Each time you select this feat, the damage cap increases by 10 dice or 5 dice, as appropriate to the spell, and the enhanced spell takes up a spell slot an additional four levels higher (thus, a twice-enhanced *fireball* would be an 11th-level spell).

EPIC DODGE [EPIC]

You are able to evade attacks with exceptional agility.

Prerequisites: Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll class feature.

Benefit: Once per round, when struck by an attack from an opponent you have designated as the object of your dodge, you may automatically avoid all damage from the attack.

EPIC ENDURANCE [EPIC]

You are capable of legendary feats of stamina.

Prerequisites: Con 25, Endurance.

Benefit: Whenever you make a check for performing a physical action that extends over a period of time (running, swimming, holding your breath, and so on), you get a +10 bonus on the check.

EPIC FORTITUDE [EPIC]

You have tremendously high fortitude.

Benefit: You gain a +4 bonus on all Fortitude saving throws.

EPIC INSPIRATION [EPIC]

Your bardic music provides greater inspiration than normally possible.

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: All bonuses granted by your bardic music inspiration abilities are doubled.

For example, your inspire courage ability now grants a +4 morale bonus on saving throws against *charm* and *fear* effects and a +2 morale bonus on attack and damage rolls; your inspire competence now grants a +4 competence bonus on skill checks; and your inspire greatness ability now grants +4d10 Hit Dice, a +4 competence bonus on attacks, and a +2 competence bonus on Fortitude saves.

Special: A character can gain this feat multiple times. Its effects stack.

Remember that two doublings equals a tripling, and so forth.

EPIC LEADERSHIP [EPIC]

You attract more powerful cohorts and followers than normally possible.

Prerequisites: Cha 25, Leadership, Leadership score 25.

Benefit: You attract a cohort and followers as shown on Table 1-33: Epic Leadership.

Normal: Without this feat, you must use Table 2-25: Leadership in the DUNGEON MASTER's Guide to determine your cohort and followers.

TABLE 1–33: EPIC LEADERSHIP

Leadership Score	Cohort Level	Number of Followers by Level									
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
25	17th	135	13	7	4	2	2	1	—	—	—
26	18th	160	16	8	4	2	2	1	—	—	—
27	18th	190	19	10	5	3	2	1	—	—	—
28	19th	220	22	11	6	3	2	1	—	—	—
29	19th	260	26	13	7	4	2	1	—	—	—
30	20th	300	30	15	8	4	2	1	—	—	—
31	20th	350	35	18	9	5	3	2	1	—	—
32	21st	400	40	20	10	5	3	2	1	—	—
33	21st	460	46	23	12	6	3	2	1	—	—
34	22nd	520	52	26	13	6	3	2	1	—	—
35	22nd	590	59	30	15	8	4	2	1	—	—
36	23rd	660	66	33	17	9	5	3	2	1	—
37	23rd	740	74	37	19	10	5	3	2	1	—
38	24th	820	82	41	21	11	6	3	2	1	—
39	24th	910	91	46	23	12	6	3	2	1	—
40	25th	1,000	100	50	25	13	7	4	2	1	—
per +1	+1/2*	+100**	↑	↑	↑	↑	↑	↑	↑	↑	↑

Leadership score: A character's Leadership score equals his level plus any Charisma modifier. Outside factors can affect a character's Leadership score, as detailed in Table 2–26: Leadership Modifiers in the *DUNGEON MASTER'S Guide*.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. For example, a character with a Leadership score of 31 can lead up to 350 1st-level followers, 35 2nd-level followers, and so on.

*Your maximum cohort level increases by 1 for every 2 points of Leadership above 40.

**Your number of 1st-level followers increases by 100 for every point of Leadership above 40.

↑You can command one-tenth as many 2nd-level followers as 1st-level followers. You can command one-half as many 3rd-level followers as 2nd-level followers, one-half as many 4th-level followers as 3rd-level followers, and so on (round fractions up, except any fraction less than 1 rounds to 0). You can't have a follower of higher than 20th level (or whose effective follower level is greater than 20th; see Exceptional Followers section above).

TABLE 1–34: EXAMPLE SPECIAL EPIC COHORTS

Creature	Alignment	Level Equivalent
Astral deva	Any good	22nd
Ancient silver dragon	Lawful good	30th
Couatl	Lawful good	18th
Cloud giant	Neutral good	19th
Ghaele eladrin	Chaotic good	21st
Storm giant	Chaotic good	20th
Wyrm brass dragon	Chaotic good	27th
Dragon turtle	Neutral	17th
Hydra, 12-headed	Neutral	19th
Roc	Neutral	17th
Ancient green dragon	Lawful evil	28th
Gelugon (devil)	Lawful evil	21st
Cloud giant	Neutral evil	19th
Glabrezu (demon)	Chaotic evil	23rd
Succubus (demon)	Chaotic evil	18th
Wyrm white dragon	Chaotic evil	26th

EPIC PROWESS [EPIC]

You gain great skill in combat.

Benefit: Gain a +1 bonus on all attacks.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC REFLEXES [EPIC]

You have tremendously fast reflexes.

Benefit: You gain a +4 bonus on all Reflex saving throw.

EPIC REPUTATION [EPIC]

Your reputation provides great bonuses on interactions with others.

Benefit: You gain a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.

EPIC SKILL FOCUS [EPIC]

Choose a skill, such as Move Silently.

You have a legendary knack with that skill.

Prerequisite: 20 ranks in the skill selected.

Benefit: You gain a +10 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different skill.

EPIC SPEED [EPIC]

You can move much more quickly than a normal person.

Prerequisites: Dex 21, Run.

Benefit: Your speed increases by 30 feet.

This benefit does not stack with increased speed granted by magic items or nonpermanent magical effects.

Special: This feat only functions when you are wearing medium armor, light armor, or no armor.

EPIC SPELL FOCUS [EPIC]

Choose a school of magic, such as Illusion.

Your spells of that school are far more potent than normal.

Prerequisites: Greater Spell Focus* and Spell Focus in the school selected, ability to cast at least one 9th-level spell of the school to be chosen.

Benefit: Add +6 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on.

This overlaps (does not stack with) the bonuses from Spell Focus and Greater Spell Focus.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different school of magic.

* This feat is presented in the Nonepic Feats section at the end of this chapter.

EPIC SPELL PENETRATION [EPIC]

Your spells are tremendously potent, breaking through spell resistance with ease.

Prerequisites: Greater Spell Penetration*, Spell Penetration.

Benefit: You get a +6 bonus on caster level checks to beat a creature's spell resistance.

This overlaps (does not Stack with) the bonuses from Spell Penetration and Greater Spell Penetration.

* This feat is presented in the Nonepic Feats section at the end of this chapter.

EPIC SPELLCASTING [EPIC]

You can create and cast spells that transcend the most powerful existing spells.

Prerequisite: Spellcraft 24 ranks, Knowledge (arcana) 24 ranks, ability to cast 9th-level arcane spells.

OR

Spellcraft 24 ranks, Knowledge (religion) 24 ranks, ability to cast 9th-level divine spells.

OR

Spellcraft 24 ranks, Knowledge (nature) 24 ranks, ability to cast 9th-level divine spells.

Benefit: You may develop and cast epic spells, as detailed in Chapter 2: Epic Spells.

If you are an arcane spellcaster, you may cast a number of epic spells per day equal to your ranks in Knowledge (arcana) divided by 10.

If you are a divine spellcaster, you may cast a number of epic spells per day equal to your ranks in Knowledge (religion) or Knowledge (nature) divided by 10.

Special: If you meet more than one set of prerequisites, the limit on the number of spells you may cast per day is cumulative.

For example, if you are a wizard/cleric, you may cast a number of arcane epic spells per day equal to your number of ranks in Knowledge (arcana), divided by ten, and a number of divine epic spells per day equal to your number of ranks in Knowledge (religion) or Knowledge (nature), divided by ten.

Epic Spellcasting feat: Psionic characters can acquire epic "spells," though in their parlance they are epic powers. Psionic characters take the Epic Manifestation feat, which works just like the Epic Spellcasting feat.

The prerequisites for this feat are 24 ranks of Psicraft, 24 ranks of Knowledge (psionics), and the ability to manifest 9th-level psionic powers.

Just as spellcasters use no spell slots to cast epic spells, psionic characters use no power points to manifest epic powers.

Instead, they freely manifest their known epic powers a number of times per day equal to their Knowledge (psionics) skill divided by 10 (round down).

Generally, all the other epic spell rules work for epic powers as well except as noted below for displays.

TABLE 2-5: PSIONIC SEEDS AND FACTORS

	Base Psicraft DC		Base Psicraft DC
Psychometabolism		Telepathy	
Fortify	17	Compel	19
Slay	25	Contact	23
Transform	21	Delude	14
Heal	50	Psychokinesis	
Psychoportation		Dispe	19
Banish	27	Energy	19
Summon	14	Reflect	27
Transport	27	Destroy	29
Clairsentience		Ward	14
Afflict	14	Metacreativity	
Foresee	17	Armor	14
Reveal	19	Conjure	21
Conceal	17	Animate dead	23
		Animate	25
		Life	55
			Psicraft DC Modifier
Discipline			
Seed within primary discipline			-5
Display			
Hide visual display (epic psionic seeds substitute one Vi display for V and S components)			+4

EPIC TOUGHNESS [EPIC]

You are preternaturally tough.

Benefit: You gain +20 hit points.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC WEAPON FOCUS [EPIC]

Choose one type of weapon, such as greataxe.

You are especially good at using this weapon.

Prerequisite: Weapon Focus in the weapon to be chosen.

Benefit: Add a +2 bonus to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different type of weapon.

EPIC WEAPON SPECIALIZATION [EPIC]

Choose one type of weapon, such as greataxe.

You deal extraordinary damage wielding this weapon.

Prerequisites: Epic Weapon Focus, Weapon Focus, Weapon Specialization (all in the weapon to be chosen).

Benefit: Add +4 to all damage you deal using the selected weapon.

If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different type of weapon.

EPIC WILL [EPIC]

You have tremendously strong willpower.

Benefit: You gain a +4 bonus on all Will saving throws.

EXCEPTIONAL DEFLECTION [EPIC]

You can deflect any type of ranged attack.

Prerequisites: Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike.

Benefit: You can deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows.

If deflecting a spell, add the spell level to the DC to deflect the attack.

EXTENDED LIFE SPAN [EPIC]

You are exceptionally long-lived.

Benefit: Add one-half the maximum result of your race's maximum age modifier to your normal middle age, old, and venerable age categories.

For example, a human who took this feat would reach middle age at 58 years (rather than 38), old age at 73 years (instead of 53), and venerable age at 90 years (instead of 70). Calculate the character's maximum age using the new venerable number.

This feat can't lower your current age category (for instance, if you're already middle age but the feat pushes the middle age category to above your current age, you don't revert to adulthood).

Special: You can gain this feat multiple times. Its effects stack.

FAMILIAR SPELL [EPIC]

Your familiar can use one of your spells as a spell-like ability.

Prerequisite: Int 25 (if your spellcasting is controlled by Intelligence) or Cha 25 (if your spellcasting is controlled by Charisma).

Benefit: Choose one arcane spell you know of 8th level or lower, such as *chain lightning* or *circle of death*.

Your familiar can now use this spell once per day as a spell-like ability, at a caster level equal to your caster level. You cannot bestow a spell to your familiar if the spell normally has a material component cost of more than 1 gp or an XP cost.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your familiar a different spell-like ability or another daily use of the same spell-like ability.

FAST HEALING [EPIC]

You heal your wounds very quickly.

Prerequisite: Con 25.

Benefit: You gain fast healing 3, or your existing fast healing increases by 3.

This feat does not stack with fast healing granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack.

FINE WILD SHAPE [WILD] [EPIC]

You can *wild shape* into animals of Fine size.

Prerequisite: Ability to *wild shape* into a Diminutive creature.

Benefit: You can use your *wild shape* to take the shape of a Fine animal.

Normal: Without this feat, you cannot *wild shape* into an animal smaller than Tiny size.

FORGE EPIC RING [ITEM CREATION] [EPIC]

You can craft magic rings of epic power.

Prerequisites: Forge Ring, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

Benefit: You can forge magic rings that exceed the normal limits for such items (as stated in this book and in the *DUNGEON MASTER's Guide*).

For instance, you could craft a *ring of protection* that granted a deflection bonus of greater than +5 or an item that required prerequisite spells of higher than 9th level.

See Chapter 4: Epic Magic Items for examples of epic rings.

GARGANTUAN WILD SHAPE [WILD] [EPIC]

You can *wild shape* into animals of Gargantuan size.

Prerequisite: Ability to *wild shape* into a Huge animal.

Benefit: You can use your *wild shape* to take the shape of a Gargantuan animal.

Normal: Without this feat, you cannot *wild shape* into an animal greater than Huge size.

GREAT CHARISMA [EPIC]

Your powers of persuasion and leadership are greater than normal.

Benefit: Your Charisma increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

GREAT CONSTITUTION [EPIC]

Your health and endurance are greater than normal.

Benefit: Your Constitution increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

GREAT DEXTERITY [EPIC]

Your agility and coordination are greater than normal.

Benefit: Your Dexterity increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

GREAT INTELLIGENCE [EPIC]

Your powers of reason and learning are greater than normal.

Benefit: Your Intelligence increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

GREAT SMITING [EPIC]

Your smite attacks are much more powerful than normal.

Prerequisites: Cha 25, smite ability (from class feature or domain granted power).

Benefit: Whenever you make a successful smite attack, add twice the appropriate level to damage (rather than just your level).

Special: You may select this feat multiple times. Its effects stack.
Remember that two doublings equals a tripling, and so forth.

GREAT STRENGTH [EPIC]

Your muscle and physical power are greater than normal.

Benefit: Your Strength increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

GREAT WISDOM [EPIC]

Your willpower and insight are greater than normal.

Benefit: Your Wisdom increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

GROUP INSPIRATION [EPIC]

You can inspire competence or greatness in more than one ally simultaneously.

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: The number of allies you can affect with your inspire competence or inspire greatness bardic music ability doubles.

When inspiring competence in multiple allies, you can choose different skills to inspire for different allies.

Special: A character can gain this feat multiple times. Its effects stack.

Remember that two doublings equals a tripling, and so forth.

HINDERING SONG [EPIC]

Your bardic music interferes with opposing spellcasters.

Prerequisite: Deafening Song, Perform 27 ranks, bardic music class feature.

Benefit: You can use song or poetics to hinder enemy spellcasters within a 30-foot spread from you.

To successfully cast a spell within this area, a spellcaster must make a Concentration check as if she were casting defensively, and all such checks have a penalty equal to half your level.

You can choose to exclude any characters from this effect (usually your allies).

You may sing, play, or recite a hindering song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details).

You may keep up the hindering song for a maximum of 10 rounds.

Using the hindering song counts as one of your uses of song or poetics for the day.

HOLY STRIKE [EPIC]

Your attacks deal great damage to evil creatures.

Prerequisites: Smite evil class feature, any good alignment.

Benefit: Any weapon you wield is treated as a holy weapon (it deals +2d6 points of damage against creatures of evil alignment).

This ability doesn't stack with similar abilities (for instance, if the weapon is already a holy weapon).

In addition, the weapon is considered blessed, which means it has special effects on certain creatures.

IGNORE MATERIAL COMPONENTS [EPIC]

You need not use any material components in casting your spells.

Prerequisites: Eschew Materials*, Spellcraft 25 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You may cast your spells without any material components.

This feat does not affect the need for a focus or divine focus.

* This feat is presented in the Nonepic Feats section at the end of this chapter.

IMPROVED ALIGNMENT-BASED CASTING [EPIC]

Your spells of a particular alignment are more powerful than normal.

Prerequisites: Access to domain of Chaos, Evil, Good, or Law, alignment must match domain chosen, ability to cast 9th-level divine spells.

Benefit: Select an alignment-based domain (Chaos, Evil, Good, or Law) to which you have access.

You cast spells with that alignment descriptor at +3 caster level.

Special: This benefit overrides (does not stack with) the granted powers of the Chaos, Evil, Good, and Law domains. You may select this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different alignment-based domain to which you have access.

IMPROVED ARROW OF DEATH [EPIC]

Prerequisites: Dex 19, Wis 19, Point Blank Shot, Precise Shot, arrow of death class feature.

Benefit: Add +2 to the DC of your arrows of death.

This feat may be taken multiple times.

Its effects stack.

IMPROVED AURA OF COURAGE [EPIC]

Your aura of courage is stronger than normal.

Prerequisite: Cha 25, aura of courage class ability.

Benefit: Your aura of courage grants a +8 morale bonus on saving throws against fear effects.

IMPROVED AURA OF DESPAIR [EPIC]

Your aura of despair is wider than normal.

Prerequisite: Cha 25, aura of despair class ability.

Benefit: Your aura of despair causes a -4 morale penalty on all saving throws.

IMPROVED COMBAT CASTING [EPIC]

You can cast spells while threatened without fear of being attacked.

Prerequisites: Combat Casting, Concentration 25 ranks.

Benefit: You don't incur attacks of opportunity for casting spells when threatened.

IMPROVED COMBAT REFLEXES [EPIC]

You can respond to any number of opponents who let their defenses down.

Prerequisites: Dex 21, Combat Reflexes.

Benefit: There is no limit to the number of attacks of opportunity you can make in one round. (You still can't make more than one attack of opportunity against a single person in a round).

IMPROVED DARKVISION [EPIC]

Your ability to see in the dark is greater than normal.

Prerequisite: Darkvision.

Benefit: The range of your darkvision doubles. This feat does not stack with darkvision granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack.

Remember that two doublings equals a tripling, and so on.

IMPROVED DEATH ATTACK [EPIC]

Prerequisites: Death attack class feature, sneak attack +5d6.

Benefit: Add +2 to the DC of your death attack.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED ELEMENTAL WILD SHAPE [WILD] [EPIC]

You can take the form of a greater variety of elementals than normal.

Prerequisites: Wis 25, ability to *wild shape* into an elemental.

Benefit: Your ability to *wild shape* into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that you can take when using *wild shape* to become an animal. For instance, if you are normally capable of using *wild shape* to become a Huge animal, you can now *wild shape* into a Huge elemental creature.

You gain all extraordinary and supernatural abilities of the elemental whose form you take.

Normal: Without this feat, you may only *wild shape* into a Small, Medium-size, or Large air, earth, fire, or water elemental.

IMPROVED FAVORED ENEMY [EPIC]

Prerequisite: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks and damage rolls against all your favored enemies.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED HEIGHTEN SPELL [EPIC]

You can cast a spell at any level above its own.

Prerequisites: Heighten Spell, Spellcraft 20 ranks.

Benefit: As Heighten Spell, but there is no limit to the level to which you can heighten the spell.

Normal: Without this feat, a spell can only be heightened to a maximum of 9th level.

IMPROVED KI STRIKE [EPIC]

You can strike opponents with great damage reduction.

Prerequisites: Wis 21, Ki strike +3.

Benefit: Add +1 to the effective enhancement bonus of your unarmed attacks.

Special: You can gain this feat multiple times. Its effects stack.

IMPROVED LOW-LIGHT VISION [EPIC]

The range of your low-light vision is greater than normal.

Prerequisite: Low-light vision.

Benefit: The range of your low-light vision doubles. This feat does not stack with low-light vision granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack.

Remember that two doublings equals a tripling, and so on.

IMPROVED MANIFESTATION [EPIC]

You can manifest psionic powers more powerful than the normal limits of manifestation.

Prerequisite: Ability to manifest powers of the normal maximum level in at least one psionic class.

Benefit: When you select this feat, your metapsionic power point cost limit is increased by +2.

For example, if you select this feat at 21st level, you could use metapsionic feats in conjunction with other powers so that you could spend a total of 22 power points on any single power.

However, in order to manifest the power, your key ability score must be equal to or higher than the total power point cost minus 2.

You must use this feat as a member of the class in which you can already manifest powers of the normal maximum level.

For instance, a 5th-level psychic warrior/22nd level psion couldn't advance her power point cost limit in psychic warrior, because she can't manifest powers of the normal maximum level for a psychic warrior.

But she could advance her power cost limit for her psion powers.

Additionally, you gain 19 power point when first taking this feat.

Normal: Without this feat, a power altered by metapsionic feats cannot cost more power points than the manifester's level minus 1 (minimum 1).

Special: You can gain this feat multiple times.

Each time this feat is gained, your power point cost limit is increased by an additional +2 and you gain a number of power points equal to your previous benefit + 2.

The *Psionics Handbook* has information on creating and playing psionic characters.

IMPROVED MANYSHOT [EPIC]

You can fire even more arrows as a single attack against a nearby target.

Prerequisites: Dex 19, base attack bonus +21, Manyshot*, Point Blank Shot, Rapid Shot.

Benefits: As Manyshot, but the number of arrows you can fire is limited only by your base attack bonus (two arrows, plus one arrow for every 5 points of base attack bonus above +6).

Special: Regardless of the number of arrows you fire, you only apply precision-based damage (such as sneak attack damage or the ranger's favored enemy bonus) once. If you score a critical hit, only one of the arrows deals critical damage (your choice); all others deal normal damage.

Normal: With the Manyshot feat, you are limited to a maximum of four arrows fired (when your base attack bonus is +16 or higher).

* This feat is presented in the Nonepic Feats section at the end of this chapter.

IMPROVED METAMAGIC [EPIC]

You can cast spells using metamagic feats more easily than normal.

Prerequisites: Four metamagic feats, Spellcraft 30 tanks.

Benefit: The spell slot modifier of all your metamagic feats is reduced by one level, to a minimum of +1. For instance, you could cast a quickened spell as a spell of three levels higher rather than four levels higher. This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

Special: You can gain this feat multiple times. The effects stack, though you can't reduce any metamagic feat's spell slot modifier to less than +1.

IMPROVED SNEAK ATTACK [EPIC]

Your sneak attacks are more deadly than normal.

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to your sneak attack damage.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED SPELL CAPACITY [EPIC]

You can prepare spells that exceed the normal limits of spellcasting.

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest-level spell you can already cast in a particular class. For example, if you select this feat as a list-level wizard, you would gain one wizard spell slot of any spell level up to 10th.

You must still have the requisite ability score (10 + spell level) in order to cast any spell stored in this slot.

If you have a high enough ability modifier to gain one or more bonus spells for this spell level, you also gain the bonus spells for this spell level.

You must use the spell slot as a member of the class in which you can already cast spells of the normal maximum spell level.

For instance, a 5th-level ranger/22nd-level sorcerer couldn't add a ranger spell slot, because he can't cast spells of the normal maximum spell level for ranger.

He must add the spell slot to his sorcerer spells.

Special: You can gain this feat multiple times.

SPELL SLOTS ABOVE 9TH LEVEL

The Improved Spell Capacity feat allows characters to gain spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased above 9th by the use of metamagic feats). A character with a very high score in the ability associated with his or her spellcasting (Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for bards and sorcerers) may receive bonus spells of those levels, as shown on Table 1–35: Expanded Ability Modifiers and Bonus Spells, but only if they already have at least one spell slot of that level (such as from the Improved Spell Capacity feat). A character without any spell slots of a level can't receive any bonus spells of that level, even if the appropriate ability score is high enough to award them."

Even though the table only includes ability scores up to 61 and spell slots up to 25th level, the progression continues infinitely in both directions. For ability scores beyond 61, or for spell slots above 25th level, expand the table to follow the same patterns as shown.

TABLE 1–35: EXPANDED ABILITY MODIFIERS AND BONUS SPELLS

Score	Modifier	Spells per Day															
		10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th	21st	22nd	23rd	24th	25th
10–11	+0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
14–15	+2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
16–17	+3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
18–19	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
20–21	+5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
22–23	+6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
24–25	+7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
26–27	+8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
28–29	+9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
30–31	+10	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
32–33	+11	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—
34–35	+12	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—
36–37	+13	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—
38–39	+14	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—
40–41	+15	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—
42–43	+16	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—
44–45	+17	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—
46–47	+18	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—
48–49	+19	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—
50–51	+20	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—
52–53	+21	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—
54–55	+22	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—
56–57	+23	4	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—
58–59	+24	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	—
60–61	+25	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
etc.																	

IMPROVED SPELL RESISTANCE [EPIC]

Your innate resistance to magical effects increases.

Prerequisite: Must have spell resistance from a feat, class feature, or other permanent effect.

Benefit: Your spell resistance increases by +2.

Special: You can gain this feat multiple times. Its effects stack.

IMPROVED STUNNING FIST [EPIC]

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of your stunning attack.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED WHIRLWIND ATTACK [EPIC]

You become a blurry whirlwind of attacks, striking out at all enemies near your position.

Prerequisites: Int 13, Dex 23, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack.

Benefit: As a full-round action, you may make one melee attack at your full base attack bonus against each opponent that you threaten.

Normal: When using only the Whirlwind Attack feat, you can only attack opponents within 5 feet of you (regardless of the extent of the area you threaten).

INCITE RAGE [EPIC]

Prerequisites: Cha 25, greater rage class feature.

Benefit: When you enter a rage, you can incite a barbarian rage in any or all allies within 60 feet. (Any ally who doesn't wish to become enraged is unaffected).

The ally gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but takes a –2 penalty to AC, for as long as you remain raging.

The rage of affected allies lasts a number of rounds equal to 3 + their Constitution modifier, regardless of whether they remain within 60 feet of you.

This is otherwise identical with normal barbarian rage (including the fatigue at its end).

Special: This is a mind-affecting effect.

INFINITE DEFLECTION [EPIC]

You can deflect an infinite number of projectiles.

Prerequisites: Dex 25, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike.

Benefit: You may perform any number of deflections each round.
See the Deflect Arrows feat in the *Player's Handbook*.

INSPIRE EXCELLENCE [EPIC]

You can improve the abilities of your comrades through your performance.

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: You can use song or poetics to grant a bonus to one ability score to your allies.

To be affected, an ally must hear the bard sing for 1 full round.

The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard).

While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word (such as wands). Each ally to be inspired gains a +4 competence bonus to the same ability score, which you must choose before you begin inspiring.

For instance, you could grant all allies a bonus to Strength, or all allies a bonus to Constitution, but you couldn't grant some allies a bonus to Strength and some a bonus to Constitution with the same performance.

Inspire excellence is a supernatural, mind-affecting ability. Using this feat counts as one of your uses of song or poetics for the day.

Special: This feat is treated as a bardic music inspiration ability for purposes of feats that affect such abilities.

INSTANT RELOAD [EPIC]

Choose one type of crossbow, such as heavy crossbow. You can fire that type of crossbow as fast as a bow.

Prerequisite: Quick Draw, Rapid Reload*, Weapon Focus (crossbow type to be selected).

Benefit: You may fire the selected type of crossbow at your full normal attack rate.

Effectively, you can reload your crossbow as fast as an archer can reload a bow.

Reloading your crossbow does not provoke attacks of opportunity.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different type of crossbow.

* This feat is presented in the Nonepic Feats section at the end of this chapter.

INTENSIFY SPELL [METAMAGIC] [EPIC]

You can cast spells with exceptionally great effect.

Prerequisites: Empower Spell, Maximize Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: All variable, numeric effects of an intensified spell are maximized, then doubled.

An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate.

For example, an intensified *horrid wilting* spell would deal 16 points of damage per caster level (up to a maximum of 400 points of damage at 25th level).

Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected.

An intensified spell uses up a spell slot seven levels higher than the spell's actual level.

You can't combine the effects of this feat with any other feat that affects the variable, numeric effects of a spell, such as Empower Spell or Maximize Spell.

KEEN STRIKE [EPIC]

Your unarmed strikes become as sharp as blades.

Prerequisites: Str 23, Wis 23, Improved Critical (unarmed strike), ki strike +3.

Benefit: Your unarmed strike is considered to be a slashing keen weapon (and thus threatens a critical hit on a 19–20).

(At your option, any unarmed strike can do bludgeoning damage instead, but it loses the keen quality).

This ability doesn't stack with similar abilities (for instance, if some other effect has already granted your unarmed strikes the keen special ability).

LASTING INSPIRATION [EPIC]

Your songs continue to inspire allies long after your words have faded.

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: The effects of your bardic music inspiration abilities last for ten times as long as normal after you stop singing.

This feat has no effect on inspiration abilities that have no duration after you stop singing (such as inspire competence).

LEGENDARY CLIMBER [EPIC]

You can climb rapidly much more easily than a normal person.

Prerequisites: Dex 21, Balance 12 ranks, Climb 24 ranks.

Benefit: You can ignore any check penalties applied for accelerated climbing or rapid climbing.

Normal: Without this feat, you take a –5 penalty on Climb checks when attempting to cover your full speed in climbing distance in a round, or a –20 penalty when attempting to cover twice your speed in climbing distance in a round.

LEGENDARY COMMANDER [EPIC]

You attract and lead great armies of followers through sheer force of personality.

Prerequisites: Cha 25, Epic Leadership, Leadership, Diplomacy 30 ranks, must rule own kingdom and have a stronghold.

Benefit: Multiply the number of followers of each level that you can lead by 10.

Thus, a Leadership score of 25 would allow you to lead 1,350 1st-level followers, 130 2nd-level followers, and so forth.

This has no effect on cohorts.

LEGENDARY LEAPER [EPIC]

You can jump much farther than normal for your size.

Prerequisite: Jump 24 ranks.

Benefit: The distance of your jumps is not restricted by your height.

LEGENDARY RIDER [EPIC]

You can ride any mount without penalty (even bareback) and can control any mount in combat.

Prerequisite: Ride 24 ranks.

Benefit: You suffer no reduction in rank when riding an unfamiliar mount.

You don't take a penalty on Ride checks when riding a mount without a saddle (bareback).

You never need to make a Ride check to control a mount in combat (and even controlling a mount not trained for combat doesn't require an action).

Normal: Without this feat, your rank is reduced by 2 or 5 when riding a different mount from what you are familiar with, you take a –5 penalty on Ride checks without a saddle, and you must make a Ride check to control a mount in combat (and controlling a light horse, pony, or heavy horse in combat requires a move-equivalent action).

LEGENDARY TRACKER [EPIC]

You can track prey across or through the water, or even through the air.

Prerequisites: Wis 25, Track, Knowledge (nature) 30 ranks, Wilderness Lore 30 ranks.

Benefit: You can track creatures across water, underwater, or through the air by the minute disturbances they make and traces of their passage.

This adds the surfaces of water, underwater, and air to the list of surfaces found under the Track feat in the *Player's Handbook*:

Surface	DC
Water	60
Underwater	80
Air	120

LEGENDARY WRESTLER [EPIC]

You are exceptionally proficient at grappling.

Prerequisite: Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 15 ranks.

Benefit: You gain a +10 bonus on all grapple checks.

Special: A monk can qualify for this feat without having the Improved Unarmed Strike feat.

LINGERING DAMAGE [EPIC]

Your sneak attacks continue to deal damage even after you strike.

Prerequisite: Sneak attack +8d6, crippling strike class feature.

Benefit: Any time you deal damage with a sneak attack, that target takes damage equal to your sneak attack bonus damage on your next turn as well.

MAGICAL BEAST WILD SHAPE [WILD] [EPIC]

You can *wild shape* into magical beast form.

Prerequisites: Wis 25, Beast Wild Shape, Knowledge (nature) 27 ranks, *wild shape* 6/day.

Benefit: You can use your normal *wild shape* ability to take the form of a magical beast.

The size limitation is the same as your limitation on animal size.

You gain all supernatural abilities of the magical beast whose form you take.

MASTER STAFF [EPIC]

You can activate a staff without using a charge.

Prerequisite: Craft Staff, Spellcraft 15 ranks.

Benefit: When you activate a staff, you can substitute a spell slot instead of using a charge.

The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a wand charge (you may not lose prepared spells from your school of specialty, if any).

The spell slot lost must be equal to or higher in level than the specific spell stored in the staff, including any level-increasing metamagic enhancements.

You cannot emulate a charge for a staff function that does not match a specific spell.

For example, you might want to save the charges on your *staff of power* because you do not want to go to the trouble of crafting another when the charges run out, and also because it allows you more options—you can memorize more utilitarian spells, trusting to the offensive power of your staff if conflict arises.

You can use this feat to lose a 3rd-level prepared slot in order to active *lightning bolt* from the staff, but you can't use this feat to emulate a charge used for doubling the staff's melee damage (because that power doesn't match a specific spell).

MASTER WAND [EPIC]

You can activate a wand without using a charge.

Prerequisite: Craft Wand, Spellcraft 15 ranks.

Benefit: When you activate a wand, you can substitute a spell slot instead of using a charge.

The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a wand charge (you may not lose prepared spells from your school of specialty, if any).

The spell slot lost must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements.

For example, if *lightning bolt* is on your class list and you find a *wand of lightning bolt* with 3 charges, you can expend unused spell slots instead of charges, thus extending the life of the wand.

MIGHTY RAGE [EPIC]

Your rage becomes even more powerful than normal.

Prerequisites: Str 21, Con 21, greater rage class feature.

Benefit: When you rage, you gain a +8 bonus to Strength and Constitution and a +4 morale bonus on Will saves. (These bonuses replace the normal rage bonuses).

MOBILE DEFENSE [EPIC]

You can adjust your position while maintaining a defensive stance.

Prerequisites: Dex 15, Dodge, Mobility, Spring Attack, defensive stance 5/day class feature.

Benefit: While in a defensive stance, you may take one 5-foot adjustment each round without losing the benefits the stance.

Normal: Without this feat, you can't move while in a defensive stance.

MULTISPELL [EPIC]

You can cast an additional quickened spell in a round.

Prerequisites: Quicken Spell, ability to cast 9th-level arcane or divine spells.

Benefit: You may cast one additional quickened spell in a round.

Special: You can gain this feat multiple times. Its effects stack.

MULTIWEAPON REND [EPIC]

You can rend opponents when fighting with more than two limbs.

Prerequisites: Dex 15, base attack bonus +9, three or more hands, Multidexterity, Multiweapon Fighting.

Benefit: If you hit an opponent with two or more weapons (wielded in different hands) in the same round, you may automatically rend the opponent.

This rending deals additional damage equal to the base damage of the smallest weapon that hit plus $1\frac{1}{2}$ times your Strength modifier.

You can only rend once per round, regardless of how many successful attacks you make.

For example, if you wield three weapons simultaneously you hit with any two of the three weapons in the same round, you would automatically rend your opponent for the appropriate damage.

Special: This feat replaces the Two-Weapon Rend feat for creatures with more than two arms.

MUSIC OF THE GODS [EPIC]

You can use your bardic music to influence creatures immune to mind-affecting effects.

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: Your bardic music can affect even those normally immune to mind-affecting effects.

However, such creatures gain a +10 bonus on their Will saves to resist such effects.

NEGATIVE ENERGY BURST [DIVINE] [EPIC]

You can use your rebuke/command undead ability to unleash a burst of negative energy.

Prerequisites: Cha 25, ability to rebuke or command undead, ability to cast *inflict critical wounds*, any evil alignment.

Benefit: You can use one rebuke or command undead attempt to unleash a wave of negative energy in a 60-foot burst.

Roll a normal rebuke (or command) check, except that the negative energy burst affects living creatures rather than undead.

Any creature that would be rebuked by this result gains one negative level.

Any creature that would be commanded by this check gains two negative levels.

The Fortitude save DC to remove these levels one day later is equal to $10 + \frac{1}{2}$ your effective turning level + your Charisma modifier.

OVERWHELMING CRITICAL [EPIC]

Choose one type of melee weapon, such as longsword or greataxe.

With that weapon, you do more damage on a critical hit.

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen).

Benefit: When using the weapon you have selected, you deal +1d6 points of bonus damage on a successful critical hit.

If the weapon's critical multiplier is $\times 3$, add +2d6 points of bonus damage instead, and if the multiplier is $\times 4$, add +3d6 points of bonus damage instead.

Special: Creatures immune to critical hits can't be affected by this feat.

You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different type of weapon.

PENETRATE DAMAGE REDUCTION [EPIC]

You can bypass a creature's damage reduction.

Benefit: Your attacks are made as if with an additional +2 bonus to their standard enhancement bonus.

For instance, when attacking a creature with damage reduction 35/+3, you would only need a +1 weapon to bypass the damage reduction.

Special: This feat does not actually confer an enhancement bonus; it only emulates one for the purpose of penetrating an opponent's damage reduction.

The bonus conferred by Penetrate Damage Reduction stacks with the bonus conferred by Ki Strike.

PERFECT HEALTH [EPIC]

You are immune to normal diseases and common poisons.

Prerequisite: Con 25, Great Fortitude.

Benefit: You are immune to all nonmagical diseases, as well as to all poisons whose Fortitude save DC is 25 or less.

PERFECT MULTIWEAPON FIGHTING [EPIC]

A creature with three or more hands can fight with a weapon in each hand.

The creature is allowed its full number of attacks with each extra weapon.

Prerequisite: Dex 25, three or more hands, Greater Multiweapon Fighting*, Multidexterity, Multiweapon Fighting.

Benefit: You can make as many attacks with each extra weapon as with your primary weapon, using the same base attack bonus.

For example, a four-armed creature with this feat and a base attack of +18/+13/+8/+3 could make four attacks per round with his primary weapon and four attacks per round with each extra weapon, using this base attack bonus. You still take the normal penalties for fighting with two weapons.

Normal: A creature without this feat can make only one attack per round with each extra weapon (or two attacks per round with each weapon if it has Multiweapon Fighting, or three attacks per round with each extra weapon if it has Greater Multiweapon Fighting).

Each attack after the first extra attack has a cumulative –5 penalty.

Special: This feat replaces the Perfect Two-Weapon Fighting feat for creatures with more than two arms (and functions identically to that feat if you have fewer than three arms).

* This feat is presented in the Nonpic Feats section at the end of this chapter.

PERFECT TWO-WEAPON FIGHTING [EPIC]

You can attack with your off-hand weapon as frequently as with your primary weapon.

Prerequisites: Dex 25, Ambidexterity, Greater Two-Weapon Fighting*, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: You can make as many attacks with your offhand weapon as with your primary weapon, using the same base attack bonus.

For example, a character with this feat and a base attack bonus of +18/+13/+8/+3 could make four attacks per round with his primary weapon and four attacks per round with his off-hand weapon using this base attack bonus.

You still take the normal penalties for fighting with two weapons.

Normal: Without this feat, you can only get a single attack with an off-hand weapon (or two attacks with an off-hand weapon if you have Improved Two-Weapon Fighting,

or three attacks with an off-hand weapon if you have Greater Two-Weapon Fighting).

Special: A ranger can qualify for this feat even if he hasn't taken Ambidexterity or Two-Weapon Fighting, but can only use it when wearing light armor or no armor.

* This feat is presented in the Nonpic Feats section at the end of this chapter.

PERMANENT EMANATION [EPIC]

One of your personal emanation spells becomes permanent.

Prerequisites: Spellcraft 25 ranks, ability to cast the spell to be made permanent.

Benefit: Designate any one of your spells whose area is an emanation from you, such as detect magic.

This spell effect is permanent (though you can dismiss or restart it as a free action).

Effects that would normally dispel your spell instead suppress it for 2d4 rounds.

Special: This feat may be taken multiple times. Each time, you select a different spell to become permanent.

PLANAR TURNING [EPIC]

You can turn (or rebuke) outsiders.

Prerequisites: Wis 25, Cha 25, ability to turn or rebuke undead.

Benefit: You can turn or rebuke outsiders as if they were undead.

An outsider has effective turn resistance equal to half its spell resistance (round down).

If you can turn undead, you turn (or destroy) all evil outsiders and rebuke (or command) all nonevil outsiders.

If you can rebuke undead, you rebuke (or command) all evil outsiders and turn (or destroy) all nonevil outsiders.

PLANAR TURNING: AN ALTERNATIVE [EPIC]

As written, the Planar Turning feat stresses the good-versus-evil axis of alignment. However, there are two alternative versions of this feat that allow it to work differently.

If your campaign stresses the law-chaos axis of alignment, you can allow a character to select a lawful or chaotic version of this feat. A lawful version would turn (or destroy) all chaotic outsiders and rebuke (or command) all lawful outsiders, while the chaotic version would turn (or destroy) all lawful outsiders and rebuke (or command) all chaotic outsiders. The character must be of the alignment that he chooses (you must be lawful to select the lawful version, and you must be chaotic to choose the chaotic version).

A second alternative is to say that anyone using this feat turns (or destroys) all outsiders who have at least one alignment component opposed to one of your alignment components (good versus evil, law versus chaos) and rebukes (or commands) all outsiders who have no alignment components opposed to yours. For the purposes of this version of the feat, neutral is opposed to none of the other alignment

components, so you may choose to require that a true neutral character select one of the four alignment components that he will treat as part of his alignment for the purposes of this feat (much as a lawful neutral, neutral, or chaotic neutral cleric must decide whether he turns or rebukes undead).

For example, a lawful good cleric using the second alternative version of this feat would turn (or destroy) all outsiders who had either "chaotic" or "evil" in their alignment (CG, CN, CE, NE, LE) and would rebuke (or command) all outsiders who had neither "chaotic" nor "evil" in their alignment (LG, NG, LN, N). A chaotic neutral cleric using this version of the feat would turn (or destroy) all outsiders who had "lawful" in their alignment (LG, LN, LE) and would rebuke (or command) all outsiders who did not have "lawful" in their alignment (NG, N, NE, CG, CN, CE). A neutral cleric would rebuke (or command) all outsiders (unless the DM required that he choose an alignment component, in which case he would be treated as being LN, NG, CN, or NE for the purposes of this feat).

Prerequisites: Beast Wild Shape, Knowledge (nature) 24 ranks, *wild shape* 6/day.

PLANT WILD SHAPE [WILD] [EPIC]

You can *wild shape* into plant form.

Benefit: You can use your normal *wild shape* ability to take the form of a plant. The size limitation is the same as your limitation on animal size.

POLYGLOT [EPIC]

You can speak, read, and write all languages.

Prerequisites: Int 25, Speak Language (five languages).

Benefit: You can speak all languages.

If you're literate, you can also read and write all languages (not including magical script).

POSITIVE ENERGY AURA [EPIC]

You automatically turn (or even destroy) lesser undead.

Prerequisites: Cha 25, ability to turn undead, ability to cast *dispel evil*.

Benefit: Every undead creature that comes within 15 feet of you is automatically affected as if you had turned it. This doesn't cost a turning attempt, and you don't have to roll turning damage (it automatically affects all undead in a 15-foot burst), but it only turns undead with Hit Dice equal to or less than your effective cleric level minus 10 (and automatically destroys undead with Hit Dice equal to or less than your effective cleric level minus 20).

For example, a 22nd-level cleric would automatically turn any nearby wights or wraiths and would automatically destroy any Medium-size skeletons or zombies that came near him, but would have to turn nightshades and the like normally.

Just as with normal turning, you can't affect undead that have total cover relative to you.

RANGED INSPIRATION [EPIC]

You can use your bardic music at a greater range than normal.

Prerequisite: Bardic music class feature, Perform 25 ranks.

Benefit: Double the range of any bardic music ability that has a range.

For instance, you can use countersong to protect creatures within 60 feet of you (rather than 30 feet); you can fascinate a creature up to 180 feet away; and you can inspire competence or greatness in an ally up to 60 feet away. (If the creature must hear the bard to be affected by the ability, that requirement doesn't change regardless of any extended range the bard's ability may have).

Special: A character can gain this feat multiple times. Its effects stack.

Remember that two doublings equals a tripling, and so forth.

RAPID INSPIRATION [EPIC]

You can inspire your allies with bardic music more quickly than normal.

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: You can use any of your bardic music inspiration abilities as a standard action.

The inspiration takes effect immediately after you conclude the action.

REACTIVE COUNTERSONG [EPIC]

You can use countersong as a reaction to a sonic or language-dependent magical attack.

Prerequisite: Combat Reflexes, Perform 30 ranks, bardic music class feature.

Benefit: You can begin a countersong at any time, even when it isn't your turn (much like a wizard who has readied a counterspell action), though you don't have to ready an action to do so.

Thus, you could use the countersong as a reaction to a sonic or language-dependent magical attack.

You can't use Reactive Countersong at the same time you are using another bardic music ability (though you could stop the other bardic music ability to begin Reactive Countersong if so desired).

Normal: Without this feat, you can only use countersong on your turn.

REFLECT ARROWS [EPIC]

You reflect ranged attacks back upon the attacker.

Prerequisites: Dex 25, Deflect Arrows, Improved Unarmed Strike.

Benefit: When you deflect an arrow or other ranged attack, the attack is reflected back upon the attacker at your base ranged attack bonus.

RIGHTEOUS STRIKE [EPIC]

Your unarmed strikes are particularly damaging to chaotic creatures.

Prerequisites: Wis 19, Improved Unarmed Strike, Stunning Fist, any lawful alignment.

Benefit: Your unarmed strike is treated as a lawful weapon (it deals +2d6 points of damage against creatures of chaotic alignment).

This ability doesn't stack with similar abilities (for instance, if some other effect has granted the lawful ability to your unarmed strike).

RUINOUS RAGE [EPIC]

While in a rage, you can deal tremendous damage to objects.

Prerequisites: Str 25, Power Attack, Sunder, rage 5/day.

Benefit: While in a rage, you ignore the hardness of any object you strike.

Also, double your Strength bonus for the purposes of any Strength check made to break an object with sudden force rather than by dealing normal damage (including bursting bindings, such as ropes or manacles).

SCRIBE EPIC SCROLL [ITEM CREATION] [EPIC]

You can scribe scrolls of epic power.

Prerequisites: Scribe Scroll, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: You can scribe scrolls that exceed the normal limits for such items (as stated in this book and in the *DUNGEON MASTER's Guide*).

For instance, you could scribe a scroll with spells of greater than 9th level, or a scroll with a caster level greater than 20th.

Even this feat does not allow you to scribe a scroll with an epic spell (see Chapter 2: Epic Spells). Such magic defies the power of the written word and thus cannot be scribed into scroll form. See Chapter 4: Epic Magic Items for examples of epic scrolls.

SELF-CONCEALMENT [EPIC]

When in combat, your form becomes blurry and indistinct, making it difficult to land a blow against you.

Prerequisites: Dex 30, Hide 30 ranks, Tumble 30 ranks, improved evasion.

Benefit: Attacks against you have a 10% miss chance (the equivalent of one-quarter concealment).

You lose this benefit whenever you would lose your Dexterity bonus to AC.

Special: This feat may be taken multiple times. Each time it is taken, the miss chance increases by 10% to a maximum of 50% after it has been taken five times.

SHATTERING STRIKE [EPIC]

You can shatter objects with your unarmed strike.

Prerequisites: Epic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration 25 rank, *ki* strike +3.

Benefit: When using an unarmed strike to attempt to break an object with sudden force (rather than by dealing normal damage), make a Concentration check rather than a Strength check.

The break DC remains the same.

Using Shattering Strike is a full-round action that incurs attacks of opportunity.

You can't use Shattering Strike to escape bonds (unless you are so bound as to allow you to make an unarmed strike against your bindings, such as when you are bound by a length of chain).

SNEAK ATTACK OF OPPORTUNITY [EPIC]

Whenever your opponent lets his guard down, you can make a sneak attack.

Prerequisites: Sneak attack +8d6, opportunist class feature.

Benefit: Any attack of opportunity you make is considered a sneak attack.

SPECTRAL STRIKE [EPIC]

You can strike incorporeal creatures as if they were solid.

Prerequisites: Wis 19, ability to turn or rebuke undead.

Benefit: Your attacks deal damage normally against incorporeal creatures.

Normal: Without this feat, even attacks that can damage an incorporeal creature have a 50% chance to deal no damage.

SPELL KNOWLEDGE [EPIC]

You add two additional arcane spells to your repertoire.

Prerequisite: Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

Benefit: You learn two new arcane spells of any level up to the maximum level you can cast.

This feat does not grant any additional spell slots.

Special: You can gain this feat multiple times.

SPELL OPPORTUNITY [EPIC]

You can cast a touch spell as an attack of opportunity.

Prerequisites: Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 25 ranks.

Benefit: Whenever you are allowed an attack of opportunity, you may cast (and attack with) a touch spell as your attack of opportunity.

This incurs attacks of opportunity just as if you had cast the spell normally.

Normal: Without this feat, you can only make a melee attack as an attack of opportunity.

SPELL STOWAWAY [EPIC]

Choose a spell-like ability you possess or a spell you can cast.

You gain the benefits of this magic whenever it is used near you.

Prerequisites: Spellcraft 24 ranks, caster level 12th.

Benefit: You are attuned to the magic you chose.

If another spellcaster within 300 feet of you uses this magic, you also immediately gain the magic's effect as if it had been used on you by the same caster.

You must have direct line of effect to the spellcaster in order to gain the benefit of the attuned magic (though you do not have to know the spellcaster is present, and you can be flat-footed).

The magic's duration, effect, and other specifics are determined by its original caster's level.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different spell or spell-like ability.

SPELLCASTING HARRIER [EPIC]

Spellcasters you threaten find it difficult to cast defensively.

Prerequisite: Combat Reflexes.

Benefit: Any spellcaster you threaten in melee takes a penalty on Concentration checks made to cast defensively equal to 1/2 your level.

SPONTANEOUS DOMAIN ACCESS [EPIC]

Select a domain of spells you have access to.

You can spontaneously convert spells into spells of this domain.

Prerequisites: Wis 25, Spellcraft 30 ranks, ability to cast 9th-level divine spells.

Benefit: You may spontaneously convert any prepared cleric spell (except a domain spell) into a domain spell of the same level in the selected domain, just as a cleric channels energy to convert spells into *cure* spells.

Special: You can gain this feat multiple times.

Each time you take the feat, it applies to a different domain.

SPONTANEOUS SPELL [EPIC]

Select a spell you can cast.

You can spontaneously convert spells of that spell's level into that spell.

Prerequisite: Spellcraft 25 ranks, ability to cast the maximum normal spell level of at least one spellcasting class.

Benefit: You may spontaneously convert any prepared spell of the selected spell's level into the selected spell, just as a cleric channels energy to convert spells into *cure* spells.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different spell.

STORM OF THROWS [EPIC]

You become a flurry of thrown weapons, targeting all nearby opponents.

Prerequisite: Dex 23, Point Blank Shot, Quick Draw, Rapid Shot.

Benefit: As a full-round action, you may throw a light weapon at your full base attack bonus at each opponent within 30 feet.

All light weapons thrown need not be the same type; for instance, a human could throw a mix of daggers, darts, and throwing axes.

SUPERIOR INITIATIVE [EPIC]

You can react even more quickly than normal in a fight.

Prerequisite: Improved Initiative.

Benefit: You get a +8 bonus on initiative checks.

This bonus overlaps (does not stack with) the bonus from Improved Initiative.

SWARM OF ARROWS [EPIC]

You can fire a veritable storm of arrows at nearby opponents.

Prerequisites: Dex 23, Point Blank Shot, Rapid Shot, Weapon Focus (type of bow used).

Benefit: As a full-round action, you may fire an arrow at your full base attack bonus at each opponent within 30 feet.

TENACIOUS MAGIC [EPIC]

Choose one of your spells or spell-like abilities. That magic cannot be dispelled, only suppressed.

Prerequisites: Spellcraft 15 ranks.

Benefit: Choose one spell you know or spell-like ability you possess, such as *improved invisibility* or *stoneskin*.

Whenever the chosen form of magic would otherwise end due to a *dispel* effect, the magic is instead only suppressed for 1d4 rounds.

The magic still ends when its duration expires, but the suppressed rounds do not count against its duration.

You can dismiss your own spell or spell-like ability (if dismissible) or dispel your own tenacious magic normally.

Special: You can gain this feat multiple times.

Each time you take the feat, it applies to a different spell or spell-like ability.

TERRIFYING RAGE [EPIC]

While in a rage, you panic your opponents.

Prerequisites: Intimidate 25 ranks, rage 5/day.

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if they have fewer Hit Dice than you)

or shaken (if they have Hit Dice equal to or up to twice yours) for 4d6 rounds.

THUNDERING RAGE [EPIC]

Your rage attacks can cause thunderous roars that can deafen opponents.

Prerequisites: Str 25, rage 5/day.

Benefit: Any weapon you wield while in a rage is treated as a thundering weapon (see the DUNGEON MASTER's Guide).

The DC of the Fortitude save to resist deafness is equal to 10 + 1/2 your level.

This ability does not stack with similar abilities (for instance, if the weapon is already a thundering weapon).

TRAP SENSE [EPIC]

You can sense nearby traps even if not actively searching for them.

Prerequisites: Search 25 ranks, Spot 25 ranks, ability to find traps as a rogue.

Benefit: If you pass within 5 feet of a trap, you are entitled to a Search check to notice it as if you were actively looking for it.

TWO-WEAPON REND [EPIC]

You can rend opponents when fighting with two weapons.

Prerequisites: Dex 15, base attack bonus +9, Ambidexterity, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If you hit an opponent with a weapon in each hand in the same round, you may automatically rend the opponent.

This deals additional damage equal to the base damage of the smaller weapon plus 1 1/2 times your Strength modifier.

Base weapon damage includes an enhancement bonus on damage, if any.

You can only rend once per round, regardless of how many successful attacks you make.

For example, when wielding a longsword and a short sword simultaneously, if you hit with the longsword and the short sword in the same round, you would automatically rend your opponent for 1d6 plus 1 1/2 times your Strength modifier in points of damage.

UNCANNY ACCURACY [EPIC]

You can ignore anything less than total cover or total concealment when using ranged weapons.

Prerequisites: Dex 21, Point Blank Shot, Precise Shot, Spot 20 ranks.

Benefit: When throwing or shooting a ranged weapon, you can ignore any cover bonus to the target's AC (up to a maximum of nine-tenths cover) or any miss chance conferred by the target's concealment (up to a maximum of nine-tenths concealment).

If the target has total concealment or total cover, the AC bonus or miss chance applies normally.

UNDEAD MASTERY [DIVINE] [EPIC]

You can command a greater number of undead than normal.

Prerequisites: Cha 21, ability to rebuke or command undead.

Benefit: You may command up to ten times your level in HD of undead.

UNHOLY STRIKE [EPIC]

Your attacks deal great damage to good creatures.

Prerequisites: Smite good class feature, any evil alignment.

Benefit: Any weapon you wield is treated as a unholy weapon (it deals +2d6 points of damage against creatures of good alignment).

This ability doesn't stack with similar abilities (for instance, if the weapon is already an unholy weapon).

VERMIN WILD SHAPE [WILD] [EPIC]

You can *wild shape* into vermin form.

Prerequisites: Beast Wild Shape, Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: You can use your normal *wild shape* ability to take the form of a vermin.

The size limitation is the same as your limitation on animal size.

VORPAL STRIKE [EPIC]

Your unarmed strikes can behead your opponents.

Prerequisites: Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, *ki* strike +3.

Benefit: Your unarmed strike is considered to be a slashing vorpal weapon.

(At your option, any unarmed strike can do bludgeoning damage instead, but it loses the vorpal quality).

This ability doesn't stack with similar abilities (for instance, if some other effect has already granted your unarmed strikes the vorpal quality).

WIDEN AURA OF COURAGE [EPIC]

Your aura of courage is wider than normal.

Prerequisite: Cha 25, aura of courage class ability.

Benefit: Your aura of courage extends to all allies within 100 feet of you.

WIDEN AURA OF DESPAIR [EPIC]

Your aura of despair is wider than normal.

Prerequisite: Cha 25, aura of despair class ability.

Benefit: Your aura of despair extends to all allies within 100 feet of you.

ZONE OF ANIMATION [DIVINE] [EPIC]

You can channel negative energy to animate undead.

Prerequisite: Cha 25, Undead Mastery, ability to rebuke or command undead.

Benefit: You can use a rebuke or command undead attempt to animate corpses within range of your rebuke or command attempt.

You animate a total number of HD of undead equal to the number of undead that would be commanded by your result (though you can't animate more undead than there are available corpses within range).

You can't animate more undead with any single attempt than the maximum number you can command (including any undead already under your command).

These undead are automatically under your command, though your normal limit of commanded undead still applies.

If the corpses are relatively fresh, the animated undead are zombies.

Otherwise, they are skeletons.

NONEPIC FEATS

ESCHEW MATERIALS [METAMAGIC]

You can cast spells without material components.

Prerequisites: Any other metamagic feat.

Benefit: A spell cast with Eschew Materials can be cast with no material components.

Spells without material components are not affected.

Spells with material components with a cost of more than 1 gp are not affected.

An eschewed spell uses up a spell slot of the same level as the original spell.

GREATER MULTIWEAPON FIGHTING [GENERAL]

A creature with three or more hands can fight with a weapon in each hand.

The creature can make up to three attacks per round with each extra weapon.

Prerequisites: Dex 19, three or more hands, Improved Multiweapon Fighting, Multiweapon Fighting, Multi-Dexterity, base attack bonus +15.

Benefit: You may make up to three extra attacks with each extra weapon you wield, albeit at a -10 penalty.

Special: This feat replaces the Greater Two-Weapon Fighting feat originally presented in *Masters of the Wild* for creatures with more than two arms (and functions identically to that feat if you have fewer than three arms).

GREATER SPELL FOCUS [GENERAL]

Choose a school of magic, such as illusion.

Your spells of that school are far more potent than normal.

Prerequisite: Spell Focus in the school selected.

Benefit: Add +4 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on.

This benefit overlaps (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different school of magic.

GREATER SPELL PENETRATION [GENERAL]

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration.

Benefit: You get a +4 bonus on caster level checks to beat a creature's spell resistance.

This benefit overlaps (does not stack with) the bonus from Spell Penetration.

GREATER TWO-WEAPON FIGHTING [GENERAL]

You are a master at fighting two-handed.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Fighting, Ambidexterity, base attack bonus +15.

Benefit: In addition to the standard extra attack you get with an off-hand weapon and the second attack with the off-hand weapon provided by Improved Two-Weapon Fighting, you get a third attack with the off-hand weapon, albeit at a -10 penalty (see Table 8-2: Two-Weapon Fighting Penalties in the *Player's Handbook*).

Special: A ranger who meets only the base attack bonus prerequisite and the Improved Two-Weapon Fighting prerequisite can gain this feat, but can only use it when wearing light armor or no armor.

This feat can be taken as one of a fighter's bonus feats.

IMPROVED COUNTERSPELL [GENERAL]

You understand the nuances of magic to such an extent that you can counter your opponent's spells with great efficiency.

Benefit: When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

IMPROVED MULTIATTACK [GENERAL]

The creature is particularly adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons, Multiattack.

Benefit: The creature's secondary attacks with natural weapons have no penalty.

They still add only one-half the creature's Strength bonus, if any, to damage dealt.

Normal: Without this feat, the creature's secondary natural attacks have a -5 penalty (or a -2 penalty if it has the Multiattack feat).

IMPROVED FLYBY ATTACK [GENERAL]

The creature can attack on the wing with increased mobility.

Prerequisite: Fly speed, Flyby Attack, Dodge, Mobility.

Benefit: When flying, the creature can take a move action (including a dive) and another partial action at any point during the move.

If this partial action is an attack, the creature provokes no attacks of opportunity by moving through areas threatened by its target.

The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move.

Even with the Flyby Attack feat, the creature provokes attacks of opportunity by moving through areas threatened by the target of its flyby attack.

IMPROVED MULTIWEAPON FIGHTING [GENERAL]

A creature with three or more hands can fight with a weapon in each hand.

The creature can make up to two attacks per round with each extra weapon.

Prerequisites: Dex 15, three or more hands, Multiweapon Fighting, Multidexterity, base attack bonus +9.

Benefit: In addition to the single extra attack you get with each extra weapon from Multiweapon Fighting, you get a second attack with each extra weapon, albeit at a -5 penalty.

Normal: With only Multiweapon Fighting, you can only get a single attack with each extra weapon.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.

MANYSHOT [GENERAL]

You can fire multiple arrows as a single attack against a nearby target.

Prerequisites: Dex 15, base attack bonus +6, Point Blank Shot, Rapid Shot.

Benefits: As a standard action, you may fire two arrows at a single opponent within 30 feet.

Both arrows use the same attack roll to determine success (with a -4 penalty on the roll) and deal normal damage.

For every 5 points of base attack bonus above +6, you may add one additional arrow to this attack, to a maximum of four arrows at base attack bonus +16 or higher.

However, each arrow after the second adds a cumulative -2 penalty to the attack roll (-6 for three arrows, -8 for four).

Special: Regardless of the number of arrows you fire, you apply precision-based damage (such as sneak attack damage or the ranger's favored enemy bonus) once.

If you score a critical hit, only one of the arrows deals critical damage (your choice); all others deal normal damage.

RAPID RELOAD [GENERAL]

You reload a crossbow more quickly than normal.

Prerequisites: Base attack bonus +2, proficiency with the crossbow used.

Benefit: You can reload a hand crossbow or light crossbow as a free action that provokes an attack of opportunity.

You may reload a heavy crossbow as a move-equivalent action that provokes an attack of opportunity.

You can use this feat once per round.

Normal: Loading a hand crossbow or light crossbow is a move-equivalent action, and loading a heavy crossbow is a full-round action.

SIDEBAR FEATS

ENHANCE ITEM [ITEM CREATION]

You can increase the minimum DC for saving throws of magic items you create.

Prerequisite: Any other item creation feat.

Benefit: Choose any item creation feat you already know. When you create an item with that feat, adjust the DC for saving throws required by the magic item, if any, by your key ability modifier.

Normal: When a character creates a magic item, she uses the minimum key ability score necessary to imbue a spell of a given level, and the associated modifier to adjust the DC for saving throws, regardless of her actual key ability score, which could be higher.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different item creation feat that you already know.

EPIC INSIGHTS (3.0)

NEW BOOK OF VILE DARKNESS EPIC AND VILE FEATS

AUTOMATIC VILE SPELL [EPIC, METAMAGIC]

The character's lesser spells inflict wounds tainted with foul evil.

Prerequisites: Violate Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells, any evil alignment.

Benefit: The character can cast all 0-, 1st-, 2nd-, and 3rd-level spells as violated spells without using higher-level slots (see the Violate Spell metamagic feat in the *Book of Vile Darkness*).

The character can choose not to apply this effect to any spell as a free action as the spell is being cast (for instance, if her target is resistant to evil spells).

Special: The character can gain this feat multiple times. Each time the character takes the feat, the spells of the character's next three lowest spell levels can be violated with no adjustment to their spell slots.

Thus, a wizard who took this feat twice could cast her 0-through 6th-level spells as violated spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells, such as an evil cleric's *inflict* spells).

EPIC EVIL BRAND [EPIC, VILE]

The character is physically marked forever as a mighty servant of evil.

Prerequisites: Cha 19, Epic Reputation, Evil Brand.

Benefit: Evil creatures automatically recognize the symbol now emblazoned on the character as a sign of her incredible dark power and reputation for evil.

She gains a +6 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures (this stacks with the bonus from the Evil Brand feat).

Furthermore, all evil creatures within 30 feet of her gain a +2 profane bonus to saves.

EPIC POISON CRAFTER [EPIC]

The character knows secrets of poison crafting best left forgotten by mortals.

Prerequisites: Alchemy 30 ranks or Craft (poisonmaking) 30 ranks.

Benefit: The character can craft the epic poisons described below.

In addition, the character gains a +10 bonus to skill checks made to craft poisons.

Normal: Without this feat, a character cannot craft the epic poisons described in this article.

Special: This feat should be added to the epic bonus feat list of the assassin class.

VILE DEATHSTRIKE [EPIC, VILE]

Creatures slain by the character's attack can be raised only on holy ground.

Prerequisites: Evil alignment, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack).

Benefit: Any creature that dies as a result of the character's weapon or natural weapon attack can be raised or otherwise returned to life by magic cast only within the area of a *consecrate* or *hallow* spell.

VILE SMITE [EPIC, VILE]

Your smite attack channels especially potent evil power.

Prerequisites: Cha 25, evil alignment, smite ability (from class feature or domain granted power), Power Attack, Unholy Strike, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack).

Benefit: All extra damage inflicted by your smite attack is considered vile damage (see the *Book of Vile Darkness*).

NEW COMBATANT EPIC FEATS

ARMED DEFLECTION []

You can deflect arrows or other ranged weapons with your melee weapon.

Prerequisites: Dex 21, Int 13, Wis 15, Epic Weapon Focus, Expertise, Weapon Focus.

Benefit: When wielding a weapon with which you have selected the Epic Weapon Focus feat, once per round when you normally would be hit with a ranged weapon, you can make a Reflex saving throw (DC 20; if the ranged weapon has a magical bonus to attack, the DC increases by that amount).

If you succeed, you deflect the weapon.

You must be aware of the attack and not flat-footed.

Attempting to deflect a ranged weapon doesn't count as an action.

Exceptional ranged weapons, such as spell effects or boulders hurled by giants, can't be deflected.

Special: This feat can be substituted for the Improved Unarmed Strike and Deflect Arrows feats for the purpose

of qualifying for another feat, such as Exceptional Deflection.

To employ other feats that have such prerequisites, you must be wielding a weapon with which you have selected the Epic Weapon Focus feat.

COMBAT INSIGHT []

Your keen intellect allows you to place melee attacks where they will inflict the most damage.

Prerequisites: Int 19, Epic Prowess, Expertise, base attack bonus +15.

Benefit: When wielding a melee weapon, add your Intelligence modifier rather than your Strength modifier to the weapon's damage rolls.

EPIC COMBAT EXPERTISE []

You have extraordinary talent at using your combat skill for defense.

Prerequisites: Int 19, Epic Prowess, Expertise, base attack bonus +21.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty equal to or less than one-half your base attack bonus (rounded down) on your attack and add the same number to your AC.

The modifiers to attack rolls and AC last until your next turn.

The bonus to your AC is a dodge bonus.

MIGHTY SUNDER []

You deal extra damage when attacking objects.

Prerequisites: Str 25, Power Attack, Sunder, Epic Prowess.

Benefit: When attacking an object, you can double any bonus damage derived from Strength.

When attempting to break an object with sudden force rather than dealing regular damage, you gain a +4 bonus to your Strength check.

WIELD OVERSIZED WEAPON []

You can use larger than normal weapons with ease.

Prerequisites: Str 25, Epic Prowess, base attack bonus +21.

Benefit: You can treat any weapon as if it were one size category smaller than normal for the purpose of wielding it in combat.

For instance, a halfling with this feat could wield a longsword as a one-handed weapon, or a human could wield an ogre's Huge greatclub as a two-handed weapon.

Normal: You can wield weapons of your size or smaller only.

Special: You can't use this feat in conjunction with Weapon Finesse.

For instance, a halfling with this feat couldn't apply the effects of Weapon Finesse while wielding a short sword, even though this feat enables him to otherwise treat it as a light weapon.

NEW DEFENDERS OF THE FAITH EPIC AND DIVINE FEATS

DIVINE INFUSION [DIVINE] [EPIC]

You can channel divine energy into your body and mind to temporarily transform yourself into a half-celestial or half-fiend.

This means you gain wings that allow you to fly at twice your land speed (good maneuverability), receive a +1 to natural armor, can cast *daylight* or *darkness* at will, and can smite evil or good once each day.

Prerequisites: Con 21, Knowledge (the planes) 30 ranks, ability to turn or rebuke creatures.

Benefit: Spend one of your turn/rebuke undead attempts to infuse your mind and body with potent energies pulled directly from the realm of your deity.

You use a standard action to channel your energy, during which time you transform.

For a number of rounds equal to your Charisma modifier (minimum of 1 round), you gain either the half-celestial (if you channel positive energy) or the half-fiend (if you channel negative energy) template.

You gain the native subtype while you're an outsider.

The spell-like abilities of the half-celestial or half-fiend are based on your Intelligence and Hit Dice.

Daily use limits apply per day, not per use of this feat.

ENHANCE TURNING [EPIC]

You affect more Hit Dice of undead than normal when you channel energy.

Prerequisites: Cha 19, Extra Turning, Heighten Turning, ability to turn or rebuke creatures.

Benefit: When you channel energy to turn, rebuke, command, or destroy undead, you roll turning damage twice and add the results together to determine the total number of Hit Dice of undead you affect.

Using Enhance Turning is a full-round action.

EPIC DIVINE MIGHT [DIVINE] [EPIC]

You can channel energy to greatly increase the damage you deal in combat.

Prerequisites: Cha 21, Str 21, Divine Might, Power Attack, ability to turn or rebuke creatures.

Benefit: Spend one of your turn/rebuke undead attempts to add twice your Charisma bonus to your weapon damage for a number of rounds equal to twice your Charisma modifier.

The effects of this feat stack with those granted by Divine Might.

EPIC DIVINE RESISTANCE [DIVINE] [EPIC]

You can channel energy to temporarily reduce damage you and your allies take from energy sources.

Prerequisite: Divine Cleansing, Divine Resistance, Extra Turning, ability to turn or rebuke creatures.

Benefit: Spend one of your turn/rebuke undead attempts to imbue all allies within a 60-foot burst (including yourself) with fire resistance 30, cold resistance 30, and electricity resistance 30.

This resistance does not stack with similar resistances, such as those granted by spells or special abilities. This protection lasts for a number of rounds equal to your Charisma modifier (minimum of 1 round).

EPIC DIVINE VENGEANCE [DIVINE] [EPIC]

You can channel energy to gain an additional attack against undead in melee.

Prerequisites: Dex 21, Divine Vengeance, Extra Turning, ability to turn or rebuke creatures.

Benefit: Spend one of your turn/rebuke undead attempts to gain the ability to make one additional attack each round at your highest base attack bonus with any melee or ranged weapon.

This additional attack must be directed at an undead creature.

The effects of this feat last for a number of rounds equal to your Charisma modifier (with a minimum of 1 round with the extra attack).

EPIC DIVINE VIGOR [DIVINE] [EPIC]

You impart amazing Constitution and enhanced speed to a number of allies.

Prerequisites: Cha 19, Divine Vigor, Extra Turning, Great Constitution, ability to turn or rebuke creatures.

Benefit: Spend one of your turn/rebuke undead attempts to increase your base land speed by 30 feet and gain a +6 sacred bonus to your Constitution.

You can impart these bonuses to a number of creatures you are touching, as long as the total number of creatures enhanced does not exceed your Charisma modifier.

These enhancements last for a number of minutes equal to your Charisma modifier.

IGNORE TURN RESISTANCE [EPIC]

Your ability to affect undead with channeled energy is powerful enough to penetrate resistance to turning.

Prerequisites: Cha 19, Empower Turning, Extra Turning, ability to turn or rebuke creatures.

Benefit: Whenever you attempt to turn, rebuke, control, or destroy undead, their turn resistance (if any) is effectively reduced by a number equal to your Charisma modifier (to a minimum turn resistance of +0) for that attempt only.

INTENSIFY TURNING [EPIC]

You turn or rebuke undead with exceptionally great strength.

Prerequisites: Knowledge (religion) 30 ranks, Empower Turning, Extra Turning, Heighten Turning, ability to turn or rebuke creatures.

Benefit: When you make a turning check to turn or rebuke undead, you determine the result of the turning check by consulting the following table.

Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Cleric's level
1-3	Cleric's level +1
4-6	Cleric's level +2
7-9	Cleric's level +3
10-12	Cleric's level +4
13-15	Cleric's level +5
16-18	Cleric's level +6
19-21	Cleric's level +7
22 or higher	Cleric's level +8

You automatically get a result of double normal maximum for turning damage.

Normal: You determine the effect of your turning check according to Table 8–9 on page 159 of the *Player's Handbook* and roll turning damage normally.

INVOKE DIVINE WRATH [DIVINE] [EPIC]

You can channel energy directly from your deity to cause devastating damage to your enemies.

Prerequisites: Knowledge (religion) 26 ranks, Extra Turning, ability to cast *gate*, ability to turn or rebuke creatures, ability to smite.

Benefit: As a full-round action, you can spend one of your turn/rebuke undead attempts to blast a single creature within 60 feet with divine energies channeled directly from your deity.

The targeted creature must make a successful Fortitude saving throw (DC = 10 + half your turning class level + your Charisma modifier) or take 1d8 points of damage per two class levels.

Although damage done by Invoke Divine Wrath looks like a blast of fire in a color associated with your deity, the damage itself is divine in nature and penetrates all forms of damage reduction and energy resistance.

MULTITURNING [EPIC]

You may turn undead more than once per round.

Prerequisites: Cha 19, Extra Turning, Quicken Turning, ability to turn or rebuke creatures.

Benefit: You can attempt to turn or rebuke undead one additional time each round, as long as you use Quicken Turning or Reactive Turning for any additional attempts. You can use this feat only when you attempt to turn or rebuke undead.

You cannot use it when you attempt to power another feat.

Normal: You can turn undead only once per round, even if you have the Quicken Turning feat.

Special: The benefits of this feat stack.

The number of times you can turn undead in a round increases by +1 each time you take this feat.

SPELLCHANNELING [DIVINE] [EPIC]

You can imbue spells you cast with additional power by channeling energy.

Prerequisites: Concentration 24 ranks, ability to turn or rebuke creatures, ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefits: You can spend one of your turn/rebuke undead attempts any time you cast a divine spell.

If you use this on a spontaneous spell, it takes a full-round action to cast (and an extra full-round action if the spell already has a casting time of a full round or longer). If you choose to use this feat, make a turning check. The result indicates the actual caster level that the spell resolves at.

If the turning check indicates that the spell resolves at a caster level lower than your actual caster level, the spell instead resolves at your caster level.

SPELL SIPHONING [DIVINE] [EPIC]

You can cast spells using your ability to channel energy.

Prerequisites: Knowledge (arcana) 24 ranks, Spellcraft 24 ranks, ability to turn or rebuke creatures, ability to cast 9th-level divine spells.

Benefits: You can spend one of your turn/rebuke undead attempts to cast spontaneously any divine spell you can normally prepare.

When you attempt to spell siphon a spell, make a turning check and consult the following table to determine the maximum spell level you can attempt to spell siphon. Once you determine the highest level spell you can spontaneously cast and have selected which spell you wish to cast, you can cast the spell just as if you had prepared it. You must supply any material components or foci the spell normally requires.

Spell Siphoning is at least full-round action.

If the spell you siphon has a casting time of a full-round action or longer, it takes an extra full-round action to cast the spell.

You can apply metamagic feats to this spell, as long as the spell's effective level is not greater than the highest level spell possible set by the turning check.

Each metamagic feat you apply, however, adds another full-round action to the casting time for the spell.

Turning Check Result	Highest Level Spell Possible
1 or lower	0 level
2-4	1st level
5-7	2nd level
8-10	3rd level
11-13	4th level
14-16	5th level
17-19	6th level
20-22	7th level
23-25	8th level
26 or higher	9th level

NEW EPIC INSIGHT COMPILATION EPIC FEATS

ARMED DEFLECTION [EPIC]

You can deflect arrows or other ranged weapons with your melee weapon.

Prerequisites: Dex 21, Int 13, Wis 15, Combat Expertise, Epic Weapon Focus, Weapon Focus.

Benefit: When wielding a weapon with which you have selected the Epic Weapon Focus feat, once per round when you normally would be hit with a ranged weapon, you can make a Reflex saving throw (DC 20; if the ranged weapon has a magical bonus to attack, the DC increases by that amount).

If you succeed, you deflect the weapon.

You must be aware of the attack and not flat-footed.

Attempting to deflect a ranged weapon doesn't count as an action.

Exceptional ranged weapons, such as spell effects or boulders hurled by giants, can't be deflected.

Special: This feat can be substituted for the Improved Unarmed Strike and Deflect Arrows feats for the purpose of qualifying for another feat, such as Exceptional Deflection.

To employ other feats that have such prerequisites, you must be wielding a weapon with which you have selected the Epic Weapon Focus feat.

AUTOMATIC VILE SPELL [EPIC, METAMAGIC]

The character's lesser spells inflict wounds tainted with foul evil.

Prerequisites: Violate Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells, any evil alignment.

Benefit: The character can cast all 0-, 1st-, 2nd-, and 3rd-level spells as violated spells without using higher-level slots (see the Violate Spell metamagic feat in the *Book of Vile Darkness*).

The character can choose not to apply this effect to any spell as a free action as the spell is being cast (for instance, if her target is resistant to evil spells).

Special: The character can gain this feat multiple times. Each time the character takes the feat, the spells of the character's next three lowest spell levels can be violated with no adjustment to their spell slots.

Thus, a wizard who took this feat twice could cast her 0-through 6th-level spells as violated spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells, such as an evil cleric's *inflict* spells).

BRILLIANT MIND-BLADE [EPIC] [PSIONIC]

Your mind-blade is a brilliant energy weapon.

Prerequisites: Mind-blade enhancement bonus of +6, reserve power points (see below).

Benefit: Your mind-blades have the brilliant energy weapon quality.

You can choose to turn this ability on or off as a free action.

Special: This feat increases your prerequisite of reserve power points for your mind-blades by 10. This feat can be taken as a bonus feat by the epic soulknife.

COMBAT INSIGHT [EPIC]

Your keen intellect allows you to place melee attacks where they will inflict the most damage.

Prerequisites: Int 19, Combat Expertise, Epic Prowess, base attack bonus +15.

Benefit: When wielding a melee weapon, add your Intelligence modifier rather than your Strength modifier to the weapon's damage rolls.

CHOSEN WEAPON SPECIALIZATION [EPIC]

You deal more damage when wielding your deity's chosen weapon.

Prerequisites: War domain, Epic Prowess, Weapon Focus with deity's chosen weapon.

Benefits: You gain a +2 bonus on weapon damage when wielding your deity's chosen weapon.

DIVINE SPELL PENETRATION [EPIC]

Choose a component of your alignment.

Your divine spells of that alignment are more capable of defeating spell resistance.

Prerequisites: Wis 21, Improved Alignment-Based Casting, domain of chosen alignment, alignment matching chosen component, ability to cast 9th-level divine spells.

Benefits: When casting spells of the chosen alignment, you gain a +4 bonus on caster level checks to defeat spell resistance.

EPIC ANCESTRAL DAISHO [EPIC]

Your ancestral weapon gains the capacity for even greater power.

Prerequisites: Samurai level 21, Wis 19.

Benefit: The maximum weapon bonus that you can awaken in your ancestral daisho increases by +1 (such as from +10 to +11).

Also, your ancestral daisho's maximum enhancement bonus increases by +1 (such as from +5 to +6).

You must still make an appropriate sacrifice to awaken this bonus, as shown on the table below.

For instance, to increase a +5 *flaming katana of dancing* to a +6 *flaming katana of dancing*, the samurai must sacrifice 2,220,000 gp.

The samurai must spend one day per 10,000 gp sacrificed in the shrine or temple.

He must spend at least 8 hours each of these days kneeling before his ancestors and his weapons, not stopping to eat or rest.

EPIC ANCESTRAL DAISHO

Weapon Bonus	Total Sacrifice Required
+11	2,420,000 gp
+12	2,880,000 gp
+13	3,380,000 gp
+14	3,920,000 gp
+15	4,500,000 gp
+16	5,120,000 gp
+17	5,780,000 gp
+18	6,480,000 gp
+19	7,220,000 gp
+20	8,000,000 gp

EPIC COMBAT EXPERTISE [EPIC]

You have extraordinary talent at using your combat skill for defense.

Prerequisites: Int 19, Combat Expertise, Epic Prowess, base attack bonus +21.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty equal to or less than one-half your base attack bonus (rounded down) on your attack and add the same number as a dodge bonus to your AC.

The modifiers to attack rolls and AC last until your next turn.

EPIC COUNTERSPELL [EPIC]

You can counterspell any number of spells each round.

Prerequisites: Combat Reflexes, Improved Counterspell, Improved Initiative, Quicken Spell, Reactive Counterspell, Spellcraft 30 ranks.

Benefit: Any number of times per round, you can counterspell an opponent's spell even if you have not readied an action to do so.

This counterspell doesn't count against your later actions. You can even use this feat when flat-footed.

Normal: Without this feat, you must ready an action each round you wish to use a counterspell.

If you have the Reactive Counterspell feat, you can counterspell an opponent's spell if you haven't readied an action, but only once per turn and not when flat-footed.

Special: This feat should be considered part of the epic bonus feat list for any class that grants access to spells of at least 6th level as part of normal (nonepic) class progression (for example, bards, clerics, druids, sorcerers, and wizards), as well as for any prestige class that grants "+1 level of existing class" spell progression at all levels.

EPIC DEVOTION [EPIC]

Choose an alignment component (chaos, evil, good, or law) different from your own alignment.

You are particularly resistant to spells of that alignment.

Prerequisites: Wis 21, Iron Will, alignment different from the chosen component, patron deity who does not accept clerics who have the chosen component.

Benefit: You gain a +4 divine bonus on saves against spells of the chosen alignment component.

For instance, a lawful good paladin of Helm who selected "chaos" would gain a +4 divine bonus on saves against chaotic spells.

That paladin could not select “good” or “law” because they are part of her own alignment, and she could not select “evil” because Helm accepts evil clerics.

Special: You can take this feat more than once. Each time you select the feat, select a new alignment component.

EPIC EMBED GEM [EPIC] [PSIONIC]

Your body can handle the stress of embedding additional gems.

Prerequisites: Crystal master level 11+, at least five embedded gems.

Benefit: You embed one new gem.

The gem must come from the list of gems available to the crystal master.

Once a part of the body has a gem embedded in it, another gem cannot be embedded in that part of the body.

The powers and restrictions on each gem are found with the crystal master prestige class (see the crystal master prestige class above).

The level restriction is the minimum level of crystal master needed to take this gem.

Each type of gem can be embedded only once.

Special: This feat may be taken up to five times.

Each time this feat is taken, you can embed an additional gem—one each in hands, feet, or head.

This feat can be taken as a bonus feat by the epic crystal master.

EPIC EVIL BRAND [EPIC, VILE]

The character is physically marked forever as a mighty servant of evil.

Prerequisites: Cha 19, Epic Reputation, Evil Brand.

Benefit: Evil creatures automatically recognize the symbol now emblazoned on the character as a sign of her incredible dark power and reputation for evil.

She gains a +6 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures (this stacks with the bonus from the Evil Brand feat).

Furthermore, all evil creatures within 30 feet of her gain a +2 profane bonus on saves.

EPIC INNER HARMONY [EPIC] [PSIONIC]

You achieve an inner harmony that allows psychic meditation effects to last longer.

Prerequisite: Meditant 11+ levels.

Benefit: The duration for the bonuses gained through psychic meditation is increased to 1 hour per character level.

Special: Psychic meditation bonuses are always considered temporary bonuses regardless of how long they last and statistic increases do not affect bonus power points or any other ability that relies on a permanent statistic or value.

This feat can be taken as a bonus feat by the epic meditant.

EPIC KI FRENZY [EPIC]

Your *ki* frenzy grants you even greater power and agility.

Prerequisite: Ki frenzy 6/day, Wis 21.

Benefits: Your *ki* frenzy grants you a +4 bonus to Strength and Dexterity and increases your speed by 20 feet.

Normal: Without this feat, *ki* frenzy grants only a +2 bonus to Strength and Dexterity and a speed increase of 10 feet.

EPIC POISON CRAFTER [EPIC]

The character knows secrets of poison crafting best left forgotten by mortals.

Prerequisites: Craft (alchemy or poisonmaking) 30 ranks.

Benefit: The character can craft the epic poisons described under Epic Poisons, below.

In addition, the character gains a +10 bonus on skill checks made to craft poisons.

Normal: Without this feat, a character cannot craft the epic poisons described in this supplement.

Special: This feat is available as an epic bonus feat for the assassin class.

EPIC PSYCHIC MEDITATION [EPIC] [PSIONIC]

You further your study and understanding of psychic energy centers, which allows you to enter the deepest levels of meditation.

Prerequisite: 21+ levels, Intense Psychic Meditation (seven times), Psychic Meditation (seven times).

Benefit: When you take this feat, you are granted additional psychic energy center bonuses.

You can select a given psychic energy center only once.

You can take this feat multiple times and must select a psychic energy center that you have not already previously selected.

Bonuses from this feat stack with bonuses received from the Psychic Meditation and Intense Psychic Meditation feats.

Meditation time is increased to 40 minutes.

The duration of the benefits increase to 4 hours.

You can activate this feat only once per day.

This feat can be taken as a bonus feat by the epic meditant.

Energy Center	Associated Bonus
Crown	+3 natural armor bonus to AC
Third Eye	2 temporary power points per manifester level
Throat	+2 enhancement bonus to Int, Wis, and Cha
Heart	Fast healing 3
Solar Plexus	+2 on saving throw of choice, +1 on remaining two
Base	+2 enhancement bonus to Str, Dex, and Con
Sacral	+3 to DC for powers in primary discipline; +1 to all other powers

EPIC SPELL SECRET [EPIC]

Choose a single spell that you know.

You can apply one of your metamagic feats to that spell without altering the spell's level.

Prerequisite: Wu jen level 21, Spellcraft 27 ranks, three or more metamagic feats.

Benefits: You choose a spell that you know, which becomes permanently modified as though affected by any one of your metamagic feats.

The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. You can apply this feat's effect to a spell already modified by a spell secret, but you can't apply Epic Spell Secret to the same spell more than once.

EPIC SPELL SPECIALIZATION [EPIC]

Choose a spell that you can cast.
That spell is more powerful when you cast it.

Prerequisites: Spellcraft 24 ranks, ability to cast 9th-level spells.

Benefits: When casting the chosen spell, treat your caster level as 2 higher for all purposes, including range, duration, resistance to dispel checks, and overcoming spell resistance.

EPIC SPELLFIRE WIELDER [EPIC]

Your ability to store spellfire energy levels is greater than normal.

Prerequisites: Concentration 20 ranks, Endurance, Spellfire Welder.

Benefit: For purposes of determining your limit of stored spellfire energy levels, treat your Constitution as if it were 4 points higher than normal.

Normal: Without this feat, a spellfire wielder's limit of stored spellfire energy levels is equal to her Constitution score.

Special: You can select this feat multiple times.
Each time you gain this feat, your limit of stored spellfire energy levels increases by 4.

EPIC TRIGGER POWER [EPIC] [PSIONIC]

You choose one power that you can manifest for free.

Prerequisite: Inner Strength, Talented, Trigger Power, reserve power points (see below).

Benefit: Choose any 4th-, 5th-, or 6th-level power you know.

From now on you can attempt to trigger that power without paying its cost.

To trigger a power, you must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost you to manifest the power.

Then, make an ability check appropriate for the power's discipline (for instance, you would make a Charisma check for *charm person*).

If you meet or exceed the ability check DC (see below), the power is manifested normally with no power point cost.

If you fail the check, you are forced to pay its cost, but the power is still manifested normally.

You can't use Epic Trigger Power in conjunction with psionic attack or defense modes.

DCs for the ability check are determined by level:
4th level, 19; 5th level, 21; and 6th level, 23.

Special: You can take this feat multiple times, each time using it for a new triggered power.
This feat can be taken as a bonus feat by the epic metamind.

FOCUSED SPELL PENETRATION [EPIC]

Choose a school of magic for which you have selected the Epic Spell Focus feat.

Your spells of that school are more capable of overcoming spell resistance.

Prerequisites: Epic Spell Focus (chosen school), Spell Focus (chosen school), Spell Penetration, ability to cast 9th-level spells.

Benefits: When casting spells of the chosen school, you gain a +4 bonus to caster level checks to defeat spell resistance.

This stacks with all other bonuses to overcome spell resistance; however, having this feat does not make such bonuses stack with each other if they normally don't.

Special: You may select this feat multiple times.
Each time you select this feat, it applies to a different school of magic for which you have selected Epic Spell Focus.

IMPROVED ELEMENT FOCUS [EPIC]

The spells of your specialized element are even more powerful than normal.

Prerequisite: Shugenja level 21, Spellcraft 24 ranks, Cha 25.

Benefits: The spells of your chosen element focus are treated as if you had the Greater Spell Focus feat; that is, their save DC is increased by a total of +2 (including the benefit from Spell Focus).

IMPROVED SPELLPOOL ACCESS [EPIC]

You can use your spellpool access to call spells of greater than normal power.

Prerequisites: Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, ability to call spells from a spellpool.

Benefit: The chance of a desired spell being available in the spellpool in any given 24-hour period is equal to 90% minus 5% per level of the spell, to a minimum of 5% for spells of 17th level or higher.

Normal: The chance of a spell being available is equal to 65% minus 5% per level of the spell, to a minimum of 5% for spells of 12th level or higher.

Special: This feat should be considered part of the epic bonus feat list for any class that grants its members spellpool access.

INSCRIBE EPIC RUNE [EPIC]

You can inscribe runes of epic power.

Prerequisite: Int 19, Inscribe Rune, Craft (appropriate skill) 24 ranks.

Benefit: You can inscribe runes that exceed the normal limit for such items (as described above in the Epic Runecaster).

For instance, you could inscribe a rune with a spell of greater than 9th level, or a rune with a caster level greater than 20th.

Even this feat does not allow you to inscribe a rune with an epic spell (see Chapter 2: Epic Spells in the *Epic Level Handbook*).

Such magic defies the power of the written word and thus cannot be scribed into runic form.

MIGHTY SUNDER [EPIC]

You deal extra damage when attacking objects.

Prerequisites: Str 25, Epic Prowess, Improved Sunder, Power Attack.

Benefit: When attacking an object, you can double any bonus damage derived from Strength. When attempting to break an object with sudden force rather than dealing regular damage, you gain a +4 bonus on your Strength check.

STAFF EXPERTISE [EPIC]

You can activate staves with the speed that an archer fires arrows.

Prerequisites: Craft Staff, Master Staff, Quicken Spell, Spellcraft 30 ranks.

Benefits: You may activate a staff in place of an attack instead of as a standard action.

As a full-round action, you could thus make as many staff activations as you could normally make ranged attacks.

For instance, if your base attack bonus is +11, you could activate a staff three times as a full-round action.

If you also had the Rapid Shot feat, you could activate the staff four times as a full-round action.

Each activation after the first costs one additional charge from the staff, cumulative.

Thus, the second activation in a round costs 2 extra charges, the third activation 3 extra charges, and so forth.

SUPERIOR BONDED WEAPON [EPIC] [PSIONIC]

Your bonded weapon gains the capacity for greater power.

Prerequisites: Psychic Weapon Master 11+, bonded weapon bonus +10.

Benefit: The maximum weapon bonus that your superior bonded weapon can have is equal to your total levels of psychic weapon master.

Also your bonded weapon's maximum enhancement bonus increases by +1 per level of epic psychic weapon master.

You must still make an appropriate sacrifice to awaken this bonus, as shown on the table below.

For instance, to increase a +5 psychic longsword to a +6 psychic longsword, the psychic weapon master must sacrifice a total of 12,100 XP.

The psychic weapon master must meditate to increase the new ability as usual.

This feat can be taken as a bonus feat by the epic psychic weapon master.

SUPERIOR BONDED WEAPONS

Weapon Bonus	Total Sacrifice Required	Minimum Psychic Weapon Master Level	Meditation
11	12,100	11	21 days
12	14,400	12	23 days
13	16,900	13	25 days
14	19,600	14	27 days
15	22,500	15	29 days
16	25,600	16	31 days
17	28,900	17	33 days
18	32,400	18	35 days
19	36,100	19	37 days
+20*	40,000	20	39 days

* Total weapon bonus may not exceed +20 regardless of level.

VILE DEATHSTRIKE [EPIC, VILE]

Creatures slain by the character's attack can be raised only on holy ground.

Prerequisites: Evil alignment, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack).

Benefit: Any creature that dies as a result of the character's weapon or natural weapon attack can be raised or otherwise returned to life by magic cast only within the area of a *consecrate* or *hallow* spell.

VILE SMITE [EPIC, VILE]

Your smite attack channels especially potent evil power.

Prerequisites: Cha 25, evil alignment, smite ability (from class feature or domain granted power), Power Attack, Unholy Strike, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack).

Benefit: All extra damage inflicted by your smite attack is considered vile damage (see the *Book of Vile Darkness*).

WAND EXPERTISE [EPIC]

You can activate wands with the speed that an archer fires arrows.

Prerequisites: Craft Wand, Master Wand, Quicken Spell, Spellcraft 25 ranks.

Benefits: You may activate a wand in place of an attack instead of as a standard action.

As a full-round action, you could thus make as many wand activations as you could normally make ranged attacks.

For instance, if your base attack bonus is +11, you could activate a wand three times as a full-round action.

If you also had the Rapid Shot feat, you could activate the wand four times as a full-round action.

Each activation after the first costs one additional charge from the wand, cumulative.

Thus, the second activation in a round costs 2 extra charges, the third activation 3 extra charges, and so forth.

WIELD OVERSIZED WEAPON [EPIC]

You can use larger than normal weapons with ease.

Prerequisites: Str 25, Epic Prowess, base attack bonus +21.

Benefit: You can treat any weapon as if it were one size category smaller than normal for the purpose of wielding it in combat.

For instance, a halfling with this feat could wield a longsword as a one-handed weapon, or a human could wield an ogre's Huge greatclub as a two-handed weapon.

Normal: You can wield weapons of your size or smaller only.

Special: You can't use this feat in conjunction with Weapon Finesse.

For instance, a halfling with this feat couldn't apply the effects of Weapon Finesse while wielding a short sword, even though this feat enables him to otherwise treat it as a light weapon.

NEW FAITHS AND PANTHEONS EPIC FEATS

CHOSEN WEAPON SPECIALIZATION [EPIC]

You deal more damage when wielding your deity's chosen weapon.

Prerequisites: War domain, Epic Prowess, Weapon Focus with deity's chosen weapon.

Benefits: You gain a +2 bonus on weapon damage when wielding your deity's chosen weapon.

DIVINE SPELL PENETRATION [EPIC]

Choose a component of your alignment.

Your divine spells of that alignment are more capable of defeating spell resistance.

Prerequisites: Wis 21, Improved Alignment-Based Casting, domain of chosen alignment, alignment matching chosen component, ability to cast 9th-level divine spells.

Benefits: When casting spells of the chosen alignment, you gain a +4 bonus on caster level checks to defeat spell resistance.

EPIC DEVOTION [EPIC]

Choose an alignment component (chaos, evil, good, or law) different from your own alignment.

You are particularly resistant to spells of that alignment.

Prerequisites: Wis 21, Iron Will, alignment different from the chosen component, patron deity who does not accept clerics who have the chosen component.

Benefit: You gain a +4 divine bonus on saves against spells of the chosen alignment component.

For instance, a lawful good paladin of Helm who selected "chaos" would gain a +4 divine bonus on saves against chaotic spells.

That paladin could not select "good" or "law" because they are part of her own alignment, nor could she select "evil" because Helm accepts evil clerics.

Special: You can take this feat more than once.

Each time you select the feat, select a new alignment component.

NEW FORGOTTEN REALMS CAMPAIGN SETTING SIDEBAR FEATS

INSCRIBE EPIC RUNE []

You can inscribe runes of epic power.

Prerequisite: Intelligence 19+, Inscribe Rune, Craft (appropriate skill) 24 ranks.

Benefit: You can inscribe runes that exceed the normal limit for such items (as described above).

For instance, you could inscribe a rune with a spell of greater than 9th level, or a rune with a caster level greater than 20th.

Even this feat does not allow you to inscribe a rune with an epic spell (see Chapter 2: Epic Spells in the *Epic Level Handbook*).

Such magic defies the power of the written word and thus cannot be scribed into runic form.

NEW GHOSTWALK EPIC FEATS

ENDLESS MALEVOLENCE [EPIC, GHOST, DOMINATOR]

You can possess creatures for an unlimited period of time.

Prerequisites: Cha 25, Ghost Ride, Iron Will, Minor Malevolence, Malevolence.

Benefit: As the Malevolence feat, except the duration is permanent.

You may take a standard action to end your possession of a target creature.

EPIC ENERVATING TOUCH [EPIC, GHOST, CORRUPTOR]

Your touch bestows a powerful surge of negative energy upon creatures.

Prerequisites: Cha 23, Corrupting Touch, Enervating Touch, nongood alignment.

Benefit: Your enervating touch bestows two negative levels upon the creature touched.

Add +2 to the save DC required to remove the negative levels.

EPIC HORRIFIC APPEARANCE [EPIC, GHOST, HAUNT]

Your appearance causes tremendous impairment to those who view it.

Prerequisites: Cha 25, Control Visage, Haunting Appearance, Horrific Appearance, Improved Control Visage, nongood alignment.

Benefit: Your horrific appearance deals 1d6 points of temporary damage to each viewer's Strength, Dexterity, and Constitution scores.

EPIC WITCHLIGHT [EPIC, GHOST, SHAPER]

Your witchlight grows in duration, strength, and power of illumination.

Prerequisites: Ectoplasm, Greater Witchlight, Witchlight.

Benefits: Your witchlight effects grow in power, as follows: *Extended Witchlight:* Your witchlight lasts as long as you concentrate + 1 hour.

Hot Witchlight: Your witchlight deals 2d6 points of fire damage every round to the target.

Bright Witchlight: Your witchlight sheds light as a *daylight* spell.

You can voluntarily reduce the power of your witchlight (to the levels listed for Greater Witchlight) if you so choose when activating the ability.

ETHEREAL LEAP [EPIC, GHOST, TRAVELER]

Your teleports can cover a greater distance.

Prerequisites: Wis 21, Ethereal Sidestep, Incorporeal Form.

Benefit: The distance you can transfer via your Ethereal Sidestep feat increases by 30 feet.

Special: You may select this feat multiple times. Each time you choose the feat, the distance covered by your Ethereal Sidestep increases by 30 feet.

EXTENDED FULL MANIFESTATION [EPIC, GHOST, TRAVELER]

You can manifest fully for an extended period of time.

Prerequisites: Con 17, Wis 17, Full Manifestation.

Benefit: When incorporeal, as a standard action you can make a Will saving throw (DC 15) to manifest fully for 1 minute.

Normal: A ghost without this feat cannot manifest fully outside the Manifest Ward without magical aid, or (if he has the Full Manifestation feat) can manifest only for a single round.

POLTERGEIST SHIELD [EPIC, GHOST, POLTERGEIST]

You can extend a shield of deflection around a nearby ally.

Prerequisites: Cha 19, Ghost Hand, Improved Deflection, Poltergeist Hand.

Benefit: As a move action, you can grant any creature within 30 feet a deflection bonus to AC equal to your incorporeal deflection bonus.

This bonus lasts until you end it (a free action), grant it to another target, or until you and your target move more than 30 feet apart.

RAPID GHOST FLIGHT [EPIC, GHOST, TRAVELER]

Your fully manifested ghost body can fly at great speed with unsurpassed maneuverability.

Prerequisites: Ghost Flight, Ghost Glide, Improved Ghost Flight.

Benefit: Your ghost flight speed increases by 20 feet. (This stacks with the increase gained from Improved Ghost Flight).

Your maneuverability becomes perfect.

NEW MAGIC EPIC FEATS

FOCUSED SPELL PENETRATION [EPIC]

Choose a school of magic for which you have selected the Epic Spell Focus feat.

Your spells of that school are more capable of overcoming spell resistance.

Prerequisites: Epic Spell Focus (chosen school), Spell Focus (chosen school), Spell Penetration, ability to cast 9th-level spells.

Benefits: When casting spells of the chosen school, you gain a +4 bonus to caster level checks to defeat spell resistance.

This stacks with all other bonuses to overcome spell resistance; however, having this feat does not make such bonuses stack with each other if they normally don't.

Special: You may select this feat multiple times. Each time you select this feat, it applies to a different school of magic for which you have selected Epic Spell Focus.

EPIC SPELL SPECIALIZATION [EPIC]

Choose a spell that you can cast.

That spell is more powerful when you cast it.

Prerequisites: Spellcraft 24 ranks, ability to cast 9th-level spells.

Benefits: When casting the chosen spell, treat your caster level as 2 higher for all purposes, including range, duration, resistance to dispel checks, and overcoming spell resistance.

STAFF EXPERTISE [EPIC]

You can activate staffs with the speed that an archer fires arrows.

Prerequisites: Craft Staff, Master Staff, Quicken Spell, Spellcraft 30 ranks.

Benefits: You may activate a staff in place of an attack instead of as a standard action.

As a full-round action, you could thus make as many staff activations as you could normally make ranged attacks.

For instance, if your base attack bonus is +11, you could activate a staff three times as a full-round action.

If you also had the Rapid Shot feat, you could activate the staff four times as a full-round action.

Each activation after the first costs one additional charge from the staff, cumulative.

Thus, the second activation in a round costs 2 extra charges, the third activation 3 extra charges, and so forth.

WAND EXPERTISE [EPIC]

You can activate wands with the speed that an archer fires arrows.

Prerequisites: Craft Wand, Master Wand, Quicken Spell, Spellcraft 25 ranks.

Benefits: You may activate a wand in place of an attack instead of as a standard action.

As a full-round action, you could thus make as many wand activations as you could normally make ranged attacks.

For instance, if your base attack bonus is +11, you could activate a wand three times as a full-round action.

If you also had the Rapid Shot feat, you could activate the wand four times as a full-round action.

Each activation after the first costs one additional charge from the wand, cumulative.

Thus, the second activation in a round costs 2 extra charges, the third activation 3 extra charges, and so forth.

NEW MAGIC OF FAERÛN EPIC FEATS

EPIC COUNTERSPELL [EPIC]

You can counterspell any number of spells each round.

Prerequisites: Combat Reflexes, Improved Counterspell, Improved Initiative, Quicken Spell, Reactive Counterspell, Spellcraft 30 ranks.

Benefit: Any number of times per round, you can counterspell an opponent's spell even if you have not readied an action to do so. This counterspell doesn't count against your later actions. You can even use this feat when flat-footed.

Normal: Without this feat, you must ready an action each round you wish to use a counterspell.

If you have the Reactive Counterspell feat, you can counterspell an opponent's spell if you haven't readied an action, but only once per turn and not when flat-footed.

Special: This feat should be considered part of the epic bonus feat list for any class that grants access to spells of at least 6th level as part of normal (nonepic) class progression (for example, bards, clerics, druids, sorcerers, and wizards), as well as for any prestige class that grants "+1 level of existing class" spell progression at all levels.

EPIC SPELLFIRE WIELDER [EPIC]

Your ability to store spellfire energy levels is greater than normal.

Prerequisites: Concentration 20 ranks, Endurance, Spellfire Welder.

Benefit: For purposes of determining your limit of stored spellfire energy levels, treat your Constitution as if it were 4 points higher than normal.

Normal: Without this feat, a spellfire wielder's limit of stored spellfire energy levels is equal to her Constitution score.

Special: You can select this feat multiple times. Each time you gain this feat, your limit of stored spellfire energy levels increases by 4.

IMPROVED SPELLPOOL ACCESS [EPIC]

You can use your spellpool access to call spells of greater than normal power.

Prerequisites: Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, ability to call spells from a spellpool.

Benefit: The chance of a desired spell being available in the spellpool in any given 24-hour period is equal to 90% minus 5% per level of the spell, to a minimum of 5% for spells of 17th level or higher.

Normal: The chance of a spell being available is equal to 65% minus 5% per level of the spell, to a minimum of 5% for spells of 12th level or higher.

Special: This feat should be considered part of the epic bonus feat list for any class that grants its members spellpool access.

NEW MASTERS OF THE WILD SHAPECHANGERS SIDEBAR FEATS

CREATE EPIC INFUSION [ITEM CREATION] [EPIC]

You can create infusions of epic power.

Prerequisites: Create Infusion, Knowledge (nature) 24 ranks, Spellcraft 24 ranks.

Benefit: You can create infusions (see *Masters of the Wild* for full details on infusions) that exceed the normal limits for such items.

For instance, you could create an infusion with spells greater than 9th level, or with a caster level greater than 20th.

Even this feat does not allow you to create an infusion from an epic spell.

Such magic defies the power of nature and thus cannot be contained in an herb or plant.

IMBUE WILD SHAPE [WILD] [EPIC]

Your touch can grant other creatures the ability to use wild shape.

Prerequisites: Knowledge (nature) 24 ranks, Spellcraft 24 ranks, epic wild shape 3/day.

Benefit: As a full-round action, you can expend one of your uses of epic wild shape for the day to grant a creature the wild shape ability.

You must touch the creature.

The recipient can use the druid wild shape ability once a day as a druid of its own level (maximum 20th).

Though you expend a daily use of your epic wild shape ability, you imbue the recipient with the nonepic version of the ability only.

The recipient retains the ability until you revoke it or until the recipient dies.

You can revoke the gift any time as a free action, and you need not see or touch the recipient, or even be on the same plane.

So long as the recipient retains the wildshape ability, you lose one daily use of your epic wildshape ability.

INSTANT INFUSION [ITEM CREATION] [EPIC]

You can create infusions instantly by touch.

Prerequisites: Automatic Quicken Spell, Create Infusion, Create Epic Infusion, Quicken Spell, Knowledge (nature) 30 ranks, Spellcraft 30 ranks.

Benefit: You can create infusions as a full-round action. You must still expend the appropriate amount of gold pieces and experience points to create the infusion.

QUICKEN WILD SHAPE [WILD] [EPIC]

You can change forms using wild shape as a free action.

Prerequisites: Automatic Quicken Spell, Quicken Spell, Knowledge (nature) 30 ranks, wild shape 8 times/day.

Benefit: The act of changing forms using the wild shape, greater wild shape, or epic wild shape abilities is now a free action for you.

You can change forms only once per round, and you cannot also cast a quickened spell or use another quickened ability during a round when you use quickened wildshape.

NEW MINIATURES HANDBOOK EPIC FEATS

GLOOM AURA [EPIC]

Your aura has a hint of the supernatural and generates shadowy light and darkness that can hinder your enemies.

Prerequisite: Con 25, Intimidate 30 ranks, Lasting Aura.

Benefit: Your aura radiates shadows and darkness; this is a supernatural effect.

You can choose to activate this feat as a free action whenever you activate an aura.

All creatures in the reach of your aura gain concealment.

Undead within a Gloom Aura are treated as 4 Hit Dice higher than their actual Hit Dice in regard to attempts to turn, rebuke, destroy, or command undead.

Special: You cannot activate a Gloom Aura if you have a Radiant Aura in effect.

A Gloom Aura is suppressed by any spell of 4th-level or higher that has the Light descriptor.

Areas in which a Radiant Aura and a Gloom Aura overlap cancel each other out, but the standard bonuses for the aura continue to function normally.

LASTING AURA [EPIC]

The effects of your auras last 1 minute.

Prerequisite: Intimidate 24 ranks, must know at least 5 marshal major auras.

Benefit: When you use an aura power, its effects linger on your allies even after they leave the aura's range.

You use this feat as a free action whenever you project an aura.

Allies within range who can hear you gain the aura's effects for as long as you maintain the aura and they remain within range, but they continue to benefit for 1 minute after the aura's effects end or they move out of range.

Allies that enter the aura's range after you project it still gain the aura's benefits, but it has no lingering effect on them (though you can use this feat again to project a new lingering aura that affects them).

Special: This feat stacks with the Widen Aura feat, but not with the Gloom Aura or Radiant Aura feats.

MULTIAURA [EPIC]

You can maintain more auras than normal.

Prerequisite: Cha 25, Lasting Aura.

Benefit: You can maintain up to two minor auras and one major aura simultaneously.

Activating a minor aura remains a swift action, so you still need 2 rounds to activate two minor auras.

Your second minor aura activated must be of a different aura than one that is already active.

Normal: You can maintain one minor and one major aura simultaneously.

RADIANT AURA [EPIC]

Your aura generates visible light that can dazzle and daze your enemies.

Prerequisite: Con 25, Intimidate 30 ranks, Lasting Aura.

Benefit: Your aura radiates visible light equal to that generated by a *daylight* spell; this is a supernatural effect.

You can choose to activate this feat as a free action whenever you activate an aura.

All enemies within reach of your aura that have fewer Hit Dice than your marshal levels are automatically dazzled and take a -1 penalty on attack rolls, Search checks, and Spot checks.

Additionally, upon first being exposed to your radiant aura, an enemy must make a Fortitude save (DC = 10 + half your marshal levels + your Charisma modifier) or become dazed for 1 round, during which time they can take no actions but have no penalty to their AC.

A creature can become dazed by your aura once per day.

Undead within a Radiant Aura are treated as 4 Hit Dice lower than their actual Hit Dice in regard to attempts to turn, rebuke, destroy, or command undead.

Special: You cannot activate a Radiant Aura if you have a Gloom Aura in effect.

A Radiant Aura is suppressed by any spell of 4th-level or higher that has the Darkness descriptor.

Areas in which a Radiant Aura and a Gloom Aura overlap cancel each other out, but the standard bonuses for the aura continue to function normally.

WIDEN AURA [EPIC]

Your auras are much larger than normal.

Prerequisite: Lasting Aura.

Benefit: Your aura can affect all allies within 120 feet (including yourself) who can hear you.

Normal: Your aura can affect all allies within 60 feet (including yourself) who can hear you.

NEW ORIENTAL ADVENTURES EPIC FEATS

EPIC ANCESTRAL DAISHO []

Your ancestral weapon gains the capacity for even greater power.

Prerequisites: Samurai level 21, Wis 19.

Benefit: The maximum weapon bonus that you can awaken in your ancestral daisho increases by +1 (such as from +10 to +11).

Also, your ancestral daisho's maximum enhancement bonus increases by +1 (such as from +5 to +6).

You must still make an appropriate sacrifice to awaken this bonus, as shown on the table below.

For instance, to increase a +5 *flaming katana of speed* to a +6 *flaming katana of speed*, the samurai must sacrifice 2,220,000 gp.

The samurai must spend one day per 10,000 gp sacrificed in the shrine or temple.

He must spend at least 8 hours each of these days kneeling before his ancestors and his weapons, not stopping to eat or rest.

Epic Ancestral Daisho

Weapon Bonus	Total Sacrifice Required
+11	2,420,000 gp
+12	2,880,000 gp
+13	3,380,000 gp
+14	3,920,000 gp
+15	4,500,000 gp
+16	5,120,000 gp
+17	5,780,000 gp
+18	6,480,000 gp
+19	7,220,000 gp
+20	8,000,000 gp

EPIC KI FRENZY []

Your *ki frenzy* grants you even greater power and agility.

Prerequisite: *Ki frenzy* 6/day, Wis 21.

Benefits: Your *ki frenzy* grants you a +4 bonus to Strength and Dexterity and increases your speed by 20 feet.

Normal: Without this feat, *ki frenzy* grants only a +2 bonus to Strength and Dexterity and a speed increase of 10 feet.

EPIC SPELL SECRET []

Choose a single spell that you know.

You can apply one of your metamagic feats to that spell without altering the spell's level.

Prerequisite: Wu jen level 21, Spellcraft 27 ranks, three or more metamagic feats.

Benefits: You choose a spell that you know, which becomes permanently modified as though affected by any one of your metamagic feats.

The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. You can apply this feat's effect to a spell already modified by a spell secret, but you can't apply Epic Spell Secret to the same spell more than once.

IMPROVED ELEMENT FOCUS []

The spells of your specialized element are even more powerful than normal.

Prerequisite: Shugenja level 21, Spellcraft 24 ranks, Cha 25.

Benefits: The spells of your chosen element focus are treated as if you had the Greater Spell Focus feat; that is, their save DC is increased by a total of +4 (including the benefit from Spell Focus).

NEW SWORDFIGHTERS SIDEBAR FEATS

IMPROVED IAIJUTSU FOCUS [EPIC]

The maximum bonus damage you gain for using Iaijutsu Focus increases.

Prerequisite: Iaijutsu Focus 27 ranks.

Benefit: The extra damage you inflict when you make an Iaijutsu Focus check no longer has a maximum die cap. The progression of extra damage continues indefinitely, increasing by +1d6 for every 5 points over a result of 10 you receive on the check.

For example, an Iaijutsu Focus check of 76 would inflict +14d6 points of damage.

Normal: Without this feat, the most extra damage you can gain with an Iaijutsu Focus check is +9d6.

NEW WARLOCK EPIC FEATS

DARK TRANSIENT [EPIC]

Your powers of mobility are so potent that you can travel between dimensions with a thought.

Prerequisites: Knowledge (the planes) 24 ranks, *fell flight*, *flee the scene*, *path of shadow*.

Benefit: Your flight speed (from the *fell flight* invocation) increases by 30 feet and its maneuverability increases to perfect.

Using this ability is part of the casting of the *fell flight* invocation.

You have achieved mastery over the powers of transdimensional travel.

You can transport great distances with a single thought (as *greater teleport*, self and personal equipment only).

You can also transport other creatures, but if you do, there is a chance of error (as *teleport*).

Activating this ability requires a standard action.

You can use *plane shift* with perfect accuracy (self and personal equipment only).

You can also transport other creatures, but you then suffer the inaccuracies normally incurred when using this spell.

Activating this ability requires a standard action.

ELDRITCH SCULPTOR [EPIC]

You control and shape your *eldritch blasts* like a master sculptor.

Prerequisites: One invocation from the least, lesser, greater, and dark blast shape invocation categories, Spellcraft 24 ranks.

Benefit: You can use two *eldritch blasts* per round as a full attack action, rather than the normal limit of one.

You can apply eldritch essences to both blasts.

If you possess the Lord of All Essences feat, you can imbue each blast with two eldritch essences.

Activating this ability is part of the action to use an eldritch blast.

The area and range of all your *eldritch blasts* is doubled.

Activating this ability is part of the action to use an eldritch blast.

If you imbue your *eldritch blast* with the *eldritch spear* blast shape, the range increases to 500 feet.

If you are using the *hideous blow* invocation, you no longer suffer attacks of opportunity for invoking this power in melee and all attacks of opportunity you make can include *hideous blow*.

If you imbue your *eldritch blast* with the *eldritch chain* blast shape, you may start the chain up to 120 feet away from you and the maximum distance between each target increases to 60 feet.

The area of the *eldritch doom* blast shape increases to 40 feet from you.

The range of your *eldritch cone* increases to 120 feet.

You gain +2 bonus on attack rolls to hit an opponent with your *eldritch blast*.

This is an extraordinary ability.

Normal: A warlock can use only one *eldritch blast* per round.

Using the *hideous blow* blast shape provokes attacks of opportunity and cannot be used as part of an attack of opportunity.

EPIC ELDRITCH BLAST [EPIC]

Your *eldritch blasts* are unstoppably powerful.

Prerequisites: *Eldritch blast* 9d6.

Benefit: When you take this invocation, the damage dealt by your *eldritch blast* increases by 1d6.

Special: You can gain this feat multiple times. Its effects stack.

EPIC EXTRA INVOCATION [EPIC]

You learn an additional invocation.

Prerequisites: Ability to use dark invocations, Spellcraft 24 ranks

Benefit: You can learn one additional invocation from the list available to you, including dark invocations.

Special: You can gain this feat multiple times.

Each time, you gain an extra invocation of any grade (least, lesser, greater, or dark).

EPIC FIENDISH RESILIENCE [EPIC]

You can make your blood boil with the strength of the Nine Hells.

Prerequisites: Fiendish resilience that grants fast healing 5.

Benefit: When you use your fiendish resilience ability, you gain fast healing 25 for 5 minutes.

Activating this ability is a free action.

This is a supernatural ability.

Special: You can gain feat multiple times.

Each time you take the feat, you gain an additional use of the fiendish resilience ability, and the fast healing granted by the feat increases by 5..

LORD OF ALL ESSENCES [EPIC]

You have mastered the art of enhancing your *eldritch blast* with multiple essences.

Prerequisites: One least, lesser, greater, and dark *eldritch essence* invocation, Spellcraft 24 ranks.

Benefit: When you use the *eldritch blast* ability, you can apply two *eldritch essence* invocations simultaneously.

You could choose to fire an *eldritch blast* with both the *repelling blast* and *noxious blast* *eldritch essences*.

This also allows you to apply the same effect twice, though this is not beneficial in the case of all *eldritch essences*.

The effects of each essence are resolved separately.

If you imbue your *eldritch blast* with two different types of damage, half of the damage (rounded down) is dealt by each source.

You must choose which essences you will use in conjunction with your *eldritch blast* before you start your action.

If you possess the Eldritch Sculptor feat, you can apply two *eldritch essence* invocations to both your *eldritch blasts* in a single round.

Activating this ability is part of the action to use an *eldritch blast*.

For example, if Morthos is fighting an outsider he has never encountered, he can choose to imbue his *eldritch blast* with both *hellrime blast* and *brimstone blast*.

He rolls 10d6 damage, dealing half fire and half cold damage.

If the outsider happened to be immune to cold, but not fire, it would still take damage from the half that dealt fire damage.

In addition, the DC of all *eldritch essence* invocations you use increases by 2.

This is an extraordinary ability.

Normal: A warlock can apply only one *eldritch essence* to an *eldritch blast*.

MASTER OF THE ELEMENTS [EPIC]

You have achieved mastery of the four elements—air, earth, fire, and water.

Prerequisites: Spellcraft 24 ranks, *breath of the night*, *chilling tentacles*, *stony grasp*, *wall of perilous flame*.

Benefit: As a full-round action, you can summon a single creature from the *summon monster* I–IX list that is an elemental or has the air, earth, fire, or water subtype. The monster serves you for a number of rounds equal to your caster level.

Activating this ability requires a standard action.

You can use *dominate monster* on elementals and creatures with the air, earth, fire, or water subtype.

This effect lasts for a number of days equal to your caster level.

Activating this ability requires a standard action.

You gain energy resistance 10 to acid, cold, electricity, fire, and sonic.

If you have energy resistance from the warlock class, your resistance to those two elements increases by 10.

This is an extraordinary ability.

Elementals and creatures with the earth, air, fire, or water subtype view you as one of their kind.

These creatures react to you as if their attitude is two steps better than the situation otherwise warrants.

This is an extraordinary ability.

MORPHEME SAVANT [EPIC]

Your words are charged with supernatural power.

Prerequisites: *Baleful utterance*, *beguiling influence*, *warlock's call*, *word of changing*.

Benefit: You can use *power word blind*, *power word kill*, or *power word stun*.
 Activating this ability requires a standard action.
 When you use your *warlock's call* ability, you no longer suffer the chance of taking 1d10 points of damage from the recipient.
 In addition, you can imbue your *sending* with a *suggestion* (as *demand*).
 The casting time of *warlock's call* is 1 minute.
 Using this ability is part of the casting of the *warlock's call* invocation.
 You can communicate as if under the effects of a constant *tongues* spell.
 This is a supernatural ability.
 When you use your *beguiling influence* invocation, the bonus granted on your Bluff, Diplomacy, and Intimidate checks is equal to double your Charisma bonus or +6, whichever is greater.
 Using this ability is part of the casting of the *beguiling influence* invocation.
 It is an extraordinary ability.
Normal: The *warlock's call* invocation has a casting time of 10 minutes and does not allow *suggestions* to be imbued.
 The *warlock's call* invocation allows the recipient to deal 10 points of damage to you.
 The *beguiling influence* invocation grants you a bonus on Bluff, Diplomacy, and Intimidate checks equal to your Charisma modifier.

PARAGON VISIONARY [EPIC]

Your powers of perception are beyond mortal ken.
Prerequisites: Spellcraft 24 ranks, *dark foresight*, *devil's sight*, *see the unseen*, *voidsense*.
Benefit: You can see through illusions, magical darkness, shapechangers, and other effects (as true seeing).
 This is a supernatural ability.
 You are automatically aware of all spells or magical effects you see.
 Simply by looking at a creature, you can determine if it is a divine or arcane caster, whether it has any spell-like abilities, and the highest spell or spell-like abilities it knows.
 This is a supernatural ability.
 When you use the *voidsense* invocation, you gain blindsight 60 feet.
 You receive a bonus on all Listen, Sense Motive, and Spot checks equal to double your Wisdom modifier or +6, whichever is greater.
 This is an extraordinary ability.
Normal: The *voidsense* invocation grants blindsense 30 feet.

SHADOWMASTER [EPIC]

You have walked the path of shadows, and now you have mastered its secrets.
Prerequisites: Spellcraft 24 ranks, *besshadowed blast*, *dark discorporation*, *darkness*, *enervating shadow*.
Benefit: You can create streaking masses of shadow around your form, providing you with a 50% miss chance against all attacks (as *displacement*).
 Activating this ability requires a standard action.

You can use material from the Plane of Shadows to create quasireal illusions, mimicking sorcerer and wizard conjuration spells of 8th level or lower (as *shades*).
 The illusions deal 80% damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.
 Activating this ability requires a standard action.
 You are immune to all spells with the shadow subtype and to effects that involve the use of shadows (such as the breath weapon of a shadow dragon).
 This is an extraordinary ability.

SOULEATER INCARNATE [EPIC]

You have mastered the fusion of invocation and incarnum.
Prerequisites: Knowledge (the planes) 24 ranks, *drain incarnum*, *incarnum blast*, *incarnum shroud*, *steal incarnum*.
Benefit: By studying the unique qualities of the mysterious souleater, you have learned a variety of secret powers.
 When using this feat, you consume the soul of any creature that dies within 30 feet of you.
 For 10 minutes following the death, you gain +10 temporary hit points and a +1 bonus on attack rolls and saving throws.
 Bonuses from multiple deaths stack.
 At the end of the 10 minutes, the soul is permanently consumed.
 The creature that was consumed can be raised only via a *miracle*, *true resurrection*, or *wish*.
 If the creature was slain by your *incarnum blast* invocation, the bonus and duration of the hit points, attack, and save bonuses are doubled.
 You can choose not to consume the soul of a creature.
 This is a supernatural ability.
 You radiate an aura that makes it difficult for anyone within 30 feet to manipulate incarnum.
 Any creature within 30 feet must succeed on a Concentration check (DC 10 + your caster level + your Charisma bonus) or be unable to shape a soulmeld, bind a soul meld or magic item to a chakra, or invest or reallocate *essentia*.
 You can choose to exempt allied creatures from the effects of this aura.
 This is a supernatural ability.
 You are immune to the soulless aura and consume soul abilities of soul eaters.
 This is an extraordinary ability.
 When you use the *drain incarnum* or *steal incarnum* invocations, the amount of incarnum damage or drain is doubled.
 Using this ability is part of the casting of the casting of those invocations.
 The DCs of all saving throws for your incarnum-related invocations increase by 2.
 Every point of *essentia* invested in this invocation increases the DC of your incarnum-related invocations by 1.
 Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.
 If the invocation is dispelled during this time, the *essentia* investment remains in place, taking effect once again when you activate the invocation.
 Activating this ability requires a standard action.

You can communicate telepathically with any creature within 100 feet that has a language.
This is a supernatural ability.
You gain 3 points of *essentia* when you take this feat.

VERMINLORD []

You have unparalleled insight into the ways of vermin.

Prerequisites: Spellcraft 24 ranks, *spiderwalk*, *summon swarm*, *tenacious plague*.

Benefit: You can summon ten swarms of centipedes (as *creeping doom*).

You add your Charisma modifier to the poison save DC of the swarm.

The attacks of any centipede swarms summoned are treated as magic weapons for the purpose of overcoming damage reduction.

They also bypass damage reduction based on your alignment.

If you are a chaotic good warlock, your swarms bypass chaotic, good, and magic damage reduction.

Activating this ability requires a standard action.

When you use the *summon swarm* and *tenacious plague* invocations, the summoned creatures bypass damage reduction in the way listed above.

Using this ability is part of the casting of those invocations.

You can also control the actions of vermin creatures.

This functions as *dominate monster*, but it affects vermin only.

This lasts for a number of days equal to your caster level.

Activating this ability requires a standard action.

Vermin view you as one of their kind.

A vermin will never attack you willingly, unless you provoke it or its kin.

This is an extraordinary ability.

EXEMPLARS OF EVIL (3.5)

MAIN SECTION FEATS

BELOVED OF DEMONS [VILE]

The tanar'ri reward you with unholy vitality whenever you defeat their enemies.

Prerequisites: Evil, caster level 6th, Knowledge (the planes) 6 ranks, Evil Brand, Power Attack.

Benefit: Whenever you strike a lawful or good creature and reduce it to the dying or dead condition, you gain a number of temporary hit points equal to 1/2 your class level.

Temporary hit points gained from this feat disappear after 1 minute.

As an immediate action, you can sacrifice up to 5 temporary hit points to gain damage reduction 5/good for 1 round.

BLESSING OF THE GODLESS [CEREMONY, VILE]

You invoke the dreadful power of darkness and evil to fill your allies with terrible power.

Prerequisites: Evil, Knowledge (religion) 6 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion).

Each ceremony allows you to provide up to five allies with malevolent energy.

Each rite takes 6 minutes to perform, and requires unholy water and the dung of an evil creature (see below).

Each participant stands at one of five points, forming a pentagram with you in the center.

The effects of each ceremony last for 24 hours unless otherwise noted.

Dark Pact (6 ranks): You spew the hateful words of true wickedness, investing the malevolence of the Lower Planes in the gathering.

You create a pool of reserve hit points equal to your class level \times the number of participants.

Henceforth, all participants can draw a number of hit points equal to their class level from this pool as an immediate action.

These reserve hit points can only be used to recover lost hit points, so any drawn in excess of the character's maximum hit point total are wasted.

When the pool is depleted, the effects of the ritual end.

Anoint the Wicked (9 ranks): Your filthy words imbue your allies with an incredible sense of purpose, enough to quench any misgivings.

Each participant gains a +4 morale bonus on checks made to oppose Intimidate checks and on saving throws against spells and spell-like effects that have the fear descriptor.

Shield of the Godless (12 ranks): In a sharp voice, you speak the reversed names of thirteen good deities, denying their existence and imbuing your allies with wards of unbelief.

Each participant gains a +4 morale bonus on saving throws against divine spells.

The participants also gain damage reduction 5/- against smite attacks made against them.

In addition, if any participant is affected by a divine spell, all participants within 60 feet gain a +2 morale bonus on attack rolls and damage rolls for 1 round.

DIVINE DENIAL []

You harden your will against the power of the deities.

Prerequisites: Knowledge (religion) 9 ranks, Iron Will.

Benefit: Whenever you are the target of a divine spell, you gain a +2 bonus on saving throws to resist the spell.

If the spell does not allow a saving throw, you can make a Will save against the spell's DC as if it allowed a save.

If you succeed, you negate the effect of the spell.

EMBODY ENERGY []

You can sacrifice prepared spells to shroud your body in a particular type of energy.

Prerequisites: Energy Substitution, Spell Focus (conjunction).

Benefit: You can sacrifice a spell that has an energy descriptor that matches the energy type you selected for Energy Substitution.

By doing so, you wreath your body with the energy for 1 round per level of the spell sacrificed.

You are immune to the energy generated, and your natural attacks and attacks made with weapons deal an extra 1d6 points of damage of the appropriate type.

Creatures that attempt to grapple you or that successfully attack you with a natural weapon or an unarmed strike take 1d6 points of damage for each hit or round of sustained contact.

Special: You can select this feat multiple times.

Each time, it applies to a new type of energy that you have selected for the Energy Substitution feat.

EVASIVE MANEUVERS []

You can vanish into the confusion created by area spells.

Prerequisites: Caster level 11th, evasion, Cunning EvasionPH2, Spell Focus (illusion), ability to cast *invisibility*.

Benefit: Once per encounter, if you are caught within an area attack whose damage you completely avoid due to evasion or improved evasion, you can cast a prepared or known *invisibility* spell as an immediate action.

EVIL BRAND [VILE]

You are physically marked forever as the servant of an evil power greater than yourself.

The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that you serve an evil patron.

Benefit: Evil creatures automatically recognize the symbol now emblazoned upon you as a sign of your utter depravity and your discipleship to a powerful creature of evil, although the brand does not necessarily reveal your patron's identity.

You gain a +2 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures.

FELL CONSPIRACY [CEREMONY]

You forge a connection with a target to ease communications and to keep you apprised of developments in the field.

Prerequisites: Wis 13, Knowledge (religion) 4 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion).

These ceremonies forge a link between participants who work toward a common cause.

During each ceremony, all participants huddle together and speak in hushed tones, conveying the dark purpose of the conspiracy.

Each ceremony takes 20 minutes, and its effects last for 24 hours.

Common Cause (4 ranks): You confide in each ally, whispering your plans into his ear.

Once you have finished, you nick each other's ears with a sharp blade (no damage).

Henceforth, each participant can cast the *message* spell at will at your caster level.

This ceremony requires a masterwork dagger.

Conspiratorial Bond (8 ranks): You concoct a paste of potent herbs and apply it to the eyes and ears of all participants, including yourself.

While doing so, you intone a resonating, rhythmic incantation.

All participants gain a +2 bonus on Listen checks and Spot checks for every other participant in range.

In addition, all participants within 100 feet can communicate telepathically.

This ceremony requires rare herbs worth 50 gp.

Inviolate Link (12 ranks): Using a concoction of blood and hair from each participant mixed with rare herbs and diamond dust, you paint an eye onto the forehead of each ally.

As long as they remain within 100 feet of you, none of you can be caught flat-footed unless all of you are, and none of you can be flanked unless all of you are.

This ceremony requires a bit of blood and hair from each participant, rare herbs worth 50 gp, and diamond dust worth 100 gp.

GENEROUS SACRIFICE []

You can relieve your afflictions by donating them to an ally.

Prerequisites: Evil, Con 15.

Benefit: Whenever you gain one or more negative levels, you can transfer some or all of them to a willing creature that you touch.

GRUESOME FINISH []

You deliver a terrifying blow to finish off a victim and strike fear into the hearts of your enemies.

Prerequisite: Base attack bonus +6.

Benefit: Whenever you make a full attack and reduce an opponent to 0 or fewer hit points, you can give up any remaining attacks you have in the round to force the target to make a Fortitude save (DC 10 + 1/2 your level + your Cha modifier).

If the target fails the save, he dies instead of becoming disabled, and all creatures within 30 feet must succeed on Will saves against the same DC or become sickened for 1 round.

Special: You can use this feat only if you have still have one or more attacks left in a round after reducing your target to 0 or fewer hit points.

HELLSWORN [VILE]

You have made a pact with a foul devil from the Nine Hells. In exchange, you can channel the power of that dreadful plane.

Prerequisites: Evil, Knowledge (the planes) 9 ranks, Evil Brand, Weapon Focus.

Benefit: You gain the extraplanar subtype.

Your native plane is now the Nine Hells of Baator, and you can select one of the following infernal gifts.

Hell's Fury: Once per round, as a free action, you can designate a single target that you can see.

Your melee attacks and ranged attacks against that target—if made with a weapon for which you have the Weapon Focus feat—deal an extra 1d6 points of unholy damage.

Brimstone Caress: When casting spells or spell-like effects that have the evil descriptor, your caster level increases by 1.

Once per encounter, you can increase the save DC of any spell you cast by 1.

If the spell deals damage, half the damage dealt is unholy.

Special: If you are slain, your soul is dragged to the Nine Hells of Baator.

You cannot be restored to life by any means short of a *miracle* or *wish* spell.

MAIMING STRIKE []

You can make dreadful attacks that disfigure your opponents.

Prerequisites: Evil, sneak attack +2d6.

Benefit: Whenever you make a successful sneak attack on a target creature, you can reduce your extra damage and deal Charisma damage instead.

For every 2 dice of extra damage that you sacrifice, your attack deals 1 point of Charisma damage.

MASK OF GENTILITY []

You cunningly hide your true motives and nature behind a facade of camaraderie and gentility.

Prerequisites: Cha 15, Bluff 9 ranks, Disguise 9 ranks.

Benefit: If you are subjected to a divination spell that normally would reveal your alignment, your alignment registers as neutral.

In addition, if someone tries to use the Sense Motive skill to get a hunch about your purpose or nature, she must succeed on a DC 30 check to obtain an accurate impression.

Normal: Getting a hunch requires a DC 20 Sense Motive check.

PROTEUS []

You are a master of masking your features behind a myriad of disguises.

Prerequisites: Caster level 10th, Spell Focus (illusion).

Benefit: You can sacrifice a prepared spell to cast any lower-level illusion (glamer) spell.

In addition, you can cast a prepared illusion (glamer) spell as an immediate action by sacrificing another spell of the same level.

SLIPPERY SKIN []

You can expertly avoid the grasp of your enemies.

Prerequisites: Escape Artist 9 ranks, Combat Reflexes.

Benefit: If a creature makes a touch attack against you to initiate a grapple, you can sacrifice one of your attacks of opportunity as an immediate action to make an Escape Artist check.

You must use the check result in place of your touch Armor Class, even if the result is lower.

STRENGTH OF CONVICTION []

You can channel the fury of your deity against a foe.

Prerequisites: Smite good or smite evil.

Benefit: Each day, you can sacrifice one use of smite evil or smite good to smite a single target regardless of his alignment.

You gain no additional bonus on the attack roll, but if you hit the target, you deal a number of extra points of damage equal to your class level.

TWIST THE KNIFE []

You can make a vicious attack that leaves your victim gasping in pain.

Prerequisites: Sneak attack +2d6, Improved Critical (melee weapon).

Benefit: Whenever you confirm a critical hit while wielding a melee weapon for which you have the Improved Critical feat, you can forego the extra damage and wrack the target with pain instead.

For a number of rounds equal to the weapon's critical multiplier, the target takes a –3 penalty on attack rolls, weapon damage rolls, saving throws, ability checks, and skill checks.

UNCANNY FORETHOUGHT []

You cunningly prepare your spells for any exigency.

Prerequisites: Int 17, Spell Mastery.

Benefit: When preparing your daily allotment of spells, you can reserve a number of spell slots equal to your Intelligence modifier.

As a standard action, you can use one of these slots to cast a spell that you selected for the Spell Mastery feat.

The level of the slot used must be equal to or greater than the level of the spell you intend to cast.

Alternatively, as a full-round action, you can use a reserved slot to cast any spell that you know.

The spell is resolved as normal, but for the purpose of the spell, your caster level is reduced by two.

The level of the slot used must be equal to or greater than the level of the spell you intend to cast.

EXPANDED PSIONICS HANDBOOK (3.5)

MAIN SECTION FEATS

ALIGNED ATTACK [PSIONIC]

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil or law.

(Your choice must match one of your alignment components; for example, if you are lawful good, you can choose either lawful or good, but not chaotic or evil). Once you've made this alignment choice, it cannot be changed.

To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack.

If your attack misses, you still expend your psionic focus.

ANTIPSIONIC MAGIC [GENERAL]

Your spells are more potent when used against psionic characters and creatures.

Prerequisite: Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome a psionic creature's power resistance. This bonus stacks with the bonus conferred by Spell Penetration and Greater Spell Penetration. Moreover, whenever a psionic creature attempts to dispel a spell you cast, it makes its manifest level check against a DC of 13 + its manifest level. The benefits of this feat apply only to power resistance. The bonus does not apply to spell resistance. This is an exception to the psionics-magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

AUTONOMOUS [GENERAL]

You have a knack for psionic self-sufficiency.

Benefit: You get a +2 bonus on all Autohypnosis checks and Knowledge (psionics) checks.

BODY FUEL [PSIONIC]

You can expand your power point total at the expense of your health.

Benefit: You can recover 2 power points by taking 1 point of ability burn damage (see page 67) to each of your three ability scores: Strength, Dexterity, and Constitution. You can recover additional power points for a proportional cost; for example, you could choose to recover 6 power points by taking 3 points of ability burn damage to Strength, Dexterity, and Constitution.

These recovered points are added to your power point reserve as if you had gained them by resting overnight.

Special: Only living creatures can use this feat.

You can take advantage of this feat only while in your own body (if you are under the effect of *mind switch* or *metamorph*, for example, you gain no benefit).

BOOST CONSTRUCT [PSIONIC]

Your astral constructs have more abilities.

Benefit: When you create an astral construct, you can give it one additional special ability from any menu (see page 186) that the construct currently has an ability from.

BURROWING POWER [METAPSIONIC]

Your powers sometimes bypass barriers.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You can attempt to manifest your powers against targets that are sheltered behind a wall or force effect.

Your power briefly skips through the Astral Plane to bypass the barrier.

The strength and thickness of the barrier determine your chance of success.

To successfully bypass the barrier with your power, you make a Psicraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1).

Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a *wall of ectoplasm*).

Force walls or *walls of ectoplasm* are assumed to have less than 1 foot of thickness unless noted otherwise.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with *clairvoyant sense*. Using this feat increases the power point cost of the power by 2.

The power's total cost cannot exceed your manifest level.

CHAIN POWER [METAPSIONIC]

You can manifest powers that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can chain any power that affects a single target and that deals either acid, cold, electricity, fire, or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifest level (maximum twenty).

The secondary arcs each strike one target and deal half as much damage as the primary one did (round down). Each target gets to make a saving throw, if one is allowed by the power.

You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once.

You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the power point cost of the power by 6.

The power's total cost cannot exceed your manifest level.

CHAOTIC MIND [GENERAL]

The turbulence of your thoughts prevents others from gaining insight into your actions.

Prerequisite: Chaotic alignment, Cha 15.

Benefit: Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their Armor Class, or an insight bonus on skill checks or ability checks do not gain those bonuses against you.

The benefit of this feat applies only to insight bonuses gained from psionic powers and psi-like abilities.

This is an exception to the psionics-magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

CLOAK DANCE [GENERAL]

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Hide 10 ranks, Perform (dance) 2 ranks.

Benefit: You can take a move action to obscure your exact position.

Until your next turn, you have concealment.

Alternatively, you can take a full-round action to entirely obscure your exact position.

Until your next action, you have total concealment.

CLOSED MIND [GENERAL]

Your mind is better able to resist psionics than normal.

Benefit: You get a +2 bonus on all saving throws to resist powers.

The benefit of this feat applies only to psionic powers and psi-like abilities.

This is an exception to the psionics-magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

COMBAT MANIFESTATION [PSIONIC]

You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive (see Manifesting Powers on the Defensive, page 54) or while you are grappling or pinned.

CRAFT COGNIZANCE CRYSTAL [ITEM CREATION]

You can create psionic *cognizance crystals* that store power points.

Prerequisite: Manifester level 3rd.

Benefit: You can create a *cognizance crystal*.

Doing so takes one day for each 1,000 gp in its base price.

The base price of a *cognizance crystal* is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp.

For example, a *cognizance crystal* that stores 5 power points could be used to manifest a power as high as 3rd level.

Thus, its cost is 9,000 gp ($3 \times 3 \times 1,000 = 9,000$).

To create a *cognizance crystal*, you must spend 1/25 of its base price in XP and use up raw materials costing one-half its base price.

CRAFT DORJE [ITEM CREATION]

You can create slender crystal wands called dorjes than manifest powers when charges are expended.

Prerequisite: Manifester level 5th.

Benefit: You can create a dorje of any psionic power you know (barring exceptions, such as *bestow power*, as noted in a power's description).

Crafting a dorje takes one day for each 1,000 gp in its base price.

The base price of a dorje is its manifester level \times the power level \times 750 gp.

To craft a dorje, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

A newly created dorje has 50 charges.

Any dorje that stores a power with an XP cost also carries a commensurate cost.

In addition to the XP cost derived from the base price, you must pay fifty times the XP cost.

CRAFT PSICROWN [ITEM CREATION]

You can create psicrowns, which have multiple psionic effects.

Prerequisite: Manifester level 12th.

Benefit: You can create any psicrown whose prerequisites you meet.

Crafting a psicrown takes one day for each 1,000 gp in its base price.

To craft a psicrown, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

See page 169 for descriptions of psicrowns, the prerequisites associated with each one, and their prices. Some psicrowns incur extra costs in XP as noted in their descriptions.

These costs are in addition to those derived from the psicrown's base price.

CRAFT PSIONIC ARMS AND ARMOR [ITEM CREATION]

You can create psionic weapons, armor, and shields.

Prerequisite: Manifester level 5th.

Benefit: You can create any psionic weapon, armor, or shield whose prerequisites you meet.

Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features.

To enhance a weapon, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

See Chapter 7 for descriptions of psionic weapons, armor, and shields, the prerequisites associated with each, and the prices of their features.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide.

Its cost is not included in the above cost.

You can also mend a broken psionic weapon, suit of armor, or shield if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to enhance that item in the first place.

CRAFT PSIONIC CONSTRUCT [ITEM CREATION]

You can create golems and other psionic automatons that obey your orders.

Prerequisites: Craft Psionic Arms and Armor, Craft Universal Item.

Benefit: You can create any psionic construct whose prerequisites you meet.

Creating a construct takes one day for each 1,000 gp in its base price.

To create a construct, you must spend 1/25 of the construct's base price in XP and use up raw materials costing one-half of this price (see the psion-killer description, page 208, for details).

A newly created construct has average hit points for its Hit Dice.

CRAFT UNIVERSAL ITEM [ITEM CREATION]

You can create universal psionic items, such as a *third eye* or a *psychoactive skin*.

Prerequisite: Manifester level 3rd.

Benefit: You can create any universal psionic item whose prerequisites you meet (see page 172 for prerequisites and other information on universal items).

Crafting a universal psionic item takes one day for each 1,000 gp in its base price.

To craft a universal psionic item, you must spend 1/25 of the item's base price in XP and use up raw materials costing one-half of this price.

You can also mend a broken universal item if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place. Some universal items incur extra costs in XP, as noted in their descriptions.

These costs are in addition to those derived from the item's base price.

You must pay such a cost to create an item or to mend a broken one.

DEADLY PRECISION [GENERAL]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks.

You can reroll any result of 1 on your sneak attack's extra damage dice.

You must keep the result of the reroll, even if it is another 1.

DEEP IMPACT [PSIONIC]

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can resolve your attack with a melee weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack.

If your attack misses, you still expend your psionic focus.

DELAY POWER [METAPSIONIC]

You can manifest powers that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You can manifest a power as a delayed power.

A delayed power doesn't activate immediately.

When you manifest the power, you choose one of three trigger mechanisms: (1) The power activates when you take a standard action to activate it; (2) It activates when a creature enters the area that the power will affect (only powers that affect areas can use this trigger condition); or (3) It activates on your turn after 5 rounds pass.

If you choose one of the first two triggers and the conditions are not met within 5 rounds, the power activates automatically on the fifth round.

Only area and personal powers can be delayed.

Any decisions you would make about the delayed power, including attack rolls, designating targets, or determining or shaping an area, are decided when the power is manifested.

Any effects resolved by those affected by the power, including saving throws, are decided when the delay period ends.

A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of powers that can detect psionic effects. Using this feat increases the power point cost of the power by 2.

The power's total cost cannot exceed your manifester level.

EMPOWER POWER [METAPSIONIC]

You can manifest powers to greater effect.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You can empower a power.

All variable, numeric effects of an empowered power are increased by one-half.

An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate.

Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power).

Saving throws and opposed checks (such as the one you make when you manifest *dispel psionics*) are not affected, nor are powers without random variables.

Using this feat increases the power point cost of the power by 2.

The power's total cost cannot exceed your manifester level.

ENLARGE POWER [METAPSIONIC]

You can manifest powers farther than normal.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You can alter a power with a range of close, medium, or long to increase its range by 100%.

An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level.

Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected.

Using this feat does not increase the power point cost of the power.

EXPANDED KNOWLEDGE [PSIONIC]

You learn another power.

Prerequisites: Manifester level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest-level power you can manifest.

For example, a 7th-level psion gains either a new 1st, 2nd, or 3rd-level power.

You can choose any power, including powers from another discipline's list or even from another class's list.

Special: You can gain this feat multiple times.

Each time, you learn one new power at any level up to one less than the highest-level power you can manifest.

EXTEND POWER [METAPSIONIC]

You can manifest powers that last longer than normal.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You can manifest an extended power.

An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

FELL SHOT [PSIONIC]

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can resolve your ranged attack as a ranged touch attack. You must decide whether or not to use this feat prior to making an attack.

If your attack misses, you still expend your psionic focus.

FOCUSED SUNDER [PSIONIC]

You can sense the stress points on others' weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any magical or psionic enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

FORCE OF WILL [GENERAL]

You are able to resist psionic attacks with extreme force of will.

Prerequisite: Iron Will.

Benefit: Once per round, when targeted by a psionic effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

The benefit of this feat applies only to psionic powers and psi-like abilities.

This is an exception to the psionics-magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

GHOST ATTACK [PSIONIC]

Your deadly strikes against incorporeal foes always find their mark.

Prerequisite: Base attack bonus +3.

Benefit: You must be psionically focused to use this feat. When you make a melee attack or a ranged attack against an incorporeal creature, you can make two rolls to check for the miss chance.

If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature.

Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

GREATER MANYSHOT [GENERAL]

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target.

You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Special: A fighter may select this feat as one of his fighter bonus feats.

GREATER POWER PENETRATION [PSIONIC]

Your powers are especially potent at breaking through power resistance.

Prerequisite: Power Penetration.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You get a +4 bonus on manifester level checks to overcome a creature's power resistance.

This bonus stacks with the bonus from Power Penetration (see page 49).

GREATER POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Power Specialization, Weapon Focus (ray), manifester level 12th.

Benefit: Your powers that deal damage deal an extra 2 points of damage.

This damage stacks with other bonuses on damage rolls to powers, including the one from Power Specialization.

The damage bonus applies only if the target or targets are within 30 feet.

GREATER PSIONIC ENDOWMENT [PSIONIC]

You can use meditation to focus your powers.

Prerequisite: Psionic Endowment.

Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a power you manifest instead of +1.

GREATER PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

Benefit: When you use the Psionic Fist feat, your unarmed attack or attack with a natural weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

GREATER PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: When you use the Psionic Shot feat, your ranged attack deals an extra 4d6 points of damage instead of an extra 2d6 points.

GREATER PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: When you use the Psionic Weapon feat, your attack with a melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

HOSTILE MIND [GENERAL]

Your mind recoils violently against those who use psionics against you.

Prerequisite: Cha 15.

Benefit: Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of $10 + \frac{1}{2}$ your character level + your Charisma bonus or take 2d6 points of damage. The benefit of this feat applies only to psionic powers and psi-like abilities.

This is an exception to the psionics-magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

IMPRINT STONE [ITEM CREATION]

You can create power stones to store psionic powers.

Prerequisite: Manifester level 1st.

Benefit: You can create a power stone of any power that you know.

Encoding a power stone takes one day for each 1,000 gp in its base price.

The base price of a power stone is the level of the stored power \times its manifester level \times 25 gp.

To imprint a power stone, you must spend $\frac{1}{25}$ of this base price in XP and use up raw materials costing one-half of this base price.

Any power stone that stores a power with an XP cost also carries a commensurate cost.

In addition to the costs derived from the base price, you must pay the XP when encoding the stone.

IMPROVED PSICRYSTAL [PSIONIC]

You can upgrade your psicrystal.

Prerequisites: Psicrystal Affinity.

Benefit: You can implant another personality fragment in your psicrystal.

You gain the benefits of both psicrystal personalities.

Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments.

From now on, when determining the abilities of your psicrystal, treat your manifester level as one higher than your normal manifester level.

Special: You can gain this feat multiple times.

Each time, you implant a new personality fragment in your psicrystal, from which you derive the noted benefits, and you treat your level as one higher for the purpose of determining your psicrystal's abilities.

INQUISITOR [PSIONIC]

You know when others lie.

Prerequisite: Wis 13.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You gain a +10 bonus on a Sense Motive check to oppose a Bluff check.

You must decide whether or not to use this feat prior to making a Sense Motive check.

If your check fails, or if the opponent isn't lying, you still expend your psionic focus.

MAXIMIZE POWER [METAPSIONIC]

You can manifest powers to maximum effect.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can maximize a power.

All variable, numeric effects of a power modified by this feat are maximized.

A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate.

Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power. An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the power point cost of the power by 4.

The power's total cost cannot exceed your manifester level.

MENTAL LEAP [PSIONIC]

You can make amazing jumps.

Prerequisite: Str 13, Jump 5 ranks.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You gain a +10 bonus on a Jump check.

MENTAL RESISTANCE [GENERAL]

Your mind is armored against mental intrusion.

Prerequisite: Base Will save bonus +2.

Benefit: Against psionic attacks that do not employ an energy type to deal damage, such as *mind thrust*, you gain damage reduction 3/—.

In addition, when you are hit with ability damage (but not ability drain or ability burn damage) from a psionic attack, you take 3 points less than you would normally take.

The benefit of this feat applies only to psionic powers and psi-like abilities.

This is an exception to the psionics-magic transparency rule (see page 55).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

METAMORPHIC TRANSFER [PSIONIC]

You can gain a supernatural ability of a metamorphed form.

Prerequisite: Wis 13, manifester level 5th.

Benefit: Each time you change your form, such as through the *metamorphosis* power, you gain one of the new form's supernatural abilities, if it has any.

You gain only three uses of the metamorphic ability per day, even if the creature into which you metamorph has a higher limit on uses.

For instance, if you gain a dragon's breath weapon, you can use that ability only three times before losing access to the ability for the day.

(You are still subject to other restrictions on the use of the ability.

For example, after you use a dragon's breath weapon, you can't use it again for 1d4 rounds).

The save DC to resist a supernatural ability gained through Metamorphic Transfer (if it is an attack) is 10 + your Cha modifier + 1/2 your Hit Dice.

Normal: You cannot use the supernatural abilities of creatures whose form you assume.

Special: You can gain this feat multiple times.

Each time, you can gain one additional supernatural ability.

MIND OVER BODY [GENERAL]

Your ability damage heals more rapidly.

Prerequisite: Con 13.

Benefit: You heal ability damage and ability burn damage more quickly than normal.

You heal a number of ability points per day equal to 1 + your Constitution bonus.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

NARROW MIND [PSIONIC]

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your psionic focus even in the most turbulent situations.

Prerequisite: Wis 13.

Benefit: You gain a +4 bonus on Concentration checks you make to become psionically focused.

OPEN MINDED [GENERAL]

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal.

If you spend them on a cross-class skills they count as 1/2 ranks.

You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times.

Each time, you immediately gain another 5 skill points.

OPPORTUNITY POWER [METAPSIONIC]

You can make power-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free.

Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the power point cost of the power by 6.

The power's total cost cannot exceed your manifester level.

Normal: Attacks of opportunity can be made only with melee weapons.

OVERCHANNEL [PSIONIC]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage.

At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage.

At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

POWER PENETRATION [PSIONIC]

Your powers are especially potent, breaking through power resistance more readily than normal.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You get a +4 bonus on manifester level checks made to overcome a creature's power resistance.

POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Weapon Focus (ray), manifester level 4th.

Benefit: With rays and ranged touch attack powers that deal damage, you deal an extra 2 points of damage.

If you expend your psionic focus when you manifest a ray or a ranged touch attack power that deals damage, you add your key ability bonus to the damage (instead of adding 2).

PSICRYSTAL AFFINITY [PSIONIC]

You have created a psicrystal.

Prerequisites: Manifester level 1st.

Benefit: This feat allows you to gain a psicrystal.

See Psicrystals, page 21, for details on how psicrystals work.

PSICRYSTAL CONTAINMENT [PSIONIC]

Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.

Prerequisites: Psicrystal Affinity, manifester level 3rd.

Benefit: You can spend a full-round action attempting to psionically focus your psicrystal (see the Concentration skill description, page 37).

At any time when you need to expend your psionic focus, you can expend your psicrystal's psionic focus instead, as long as the crystal is within 5 feet of you. Psionically focusing your psicrystal works just like focusing yourself.

The psicrystal cannot focus itself—only the owner can spend the time to focus the crystal.

PSIONIC AFFINITY [GENERAL]

You have a knack for psionic endeavors.

Benefit: You get a +2 bonus on all Psicraft checks and Use Psionic Device checks.

PSIONIC BODY [PSIONIC]

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one).

Whenever you take a new psionic feat, you gain 2 more hit points.

PSIONIC CHARGE [PSIONIC]

You can charge in a crooked line.

Prerequisite: Dex 13, Speed of Thought.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

When you charge, you can make one turn of up to 90 degrees during your movement.

All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature.

You must have line of sight to the opponent at the start of your turn.

PSIONIC DODGE [PSIONIC]

You are proficient at dodging blows.

Prerequisite: Dex 13, Dodge.

Benefit: You must be psionically focused (see the Concentration skill description, page 37) to use this feat.

You receive a +1 dodge bonus to your Armor Class.

This bonus stacks with the bonus from the Dodge feat (but only applies on attacks made by the opponent you have designated).

PSIONIC ENDOWMENT [PSIONIC]

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You add 1 to the save DC of a power you manifest.

PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

Your unarmed strike or attack with a natural weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack.

If your attack misses, you still expend your psionic focus.

PSIONIC HOLE [GENERAL]

You are anathema to psionic creatures and characters.

Prerequisite: Con 15.

Benefit: When a foe strikes you in melee combat, the foe immediately loses its psionic focus, if any.

Also, if you are the target of a power, the manifester of the power must spend an additional number of power points equal to your Wisdom bonus, or the power fails (all the power points spent on the power are still lost).

This extra cost does not count toward the maximum power points a manifester can spend on a single power.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

PSIONIC MEDITATION [PSIONIC]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Concentration 7 ranks.

Benefit: You can take a move action to become psionically focused (see the Concentration skill description, page 37).

Normal: A character without this feat must take a full-round action to become psionically focused.

PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

Your ranged attack deals +2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack.

If your attack misses, you still expend your psionic focus.

PSIONIC TALENT [PSIONIC]

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times.

Each time you take the feat after the first time, the number of power points you gain increases by 1 (for example, you gain 3 power points if you take this feat a second time).

PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

Your attack with a melee weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack.

If your attack misses, you still expend your psionic focus.

QUICKEN POWER [METAPSIONIC]

You can manifest a power with a moment's thought.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You can quicken a power.

You can perform another action, even manifest another power, in the same round that you manifest a quickened power.

You can manifest only one quickened power per round.

A power whose manifesting time is longer than 1 round cannot be quickened.

Using this feat increases the power point cost of the power by 6.

The power's total cost cannot exceed your manifester level.

Manifesting a quickened power does not provoke attacks of opportunity.

RAPID METABOLISM [GENERAL]

Your wounds heal rapidly.

Prerequisite: Con 13.

Benefit: You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus.

You heal even if you do not rest.

This healing replaces your normal natural healing.

If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

RECKLESS OFFENSE [GENERAL]

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your Armor Class and add a +2 bonus on your melee attack roll.

The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

RETURN SHOT [PSIONIC]

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisite: Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +3.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37) and have at least one hand free.

Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it.

The attack is deflected back at your attacker, using the attack bonus of the original attack on you.

You must be aware of the attack and not flat-footed.

Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat (see page 93 of the *Player's Handbook*), the deflected attack is made with the original attack bonus plus your Dexterity bonus.

SCRIBE TATTOO [ITEM CREATION]

You can create psionic tattoos, which store powers within their designs.

Prerequisite: Manifester level 3rd.

Benefit: You can create a psionic tattoo of any power of 3rd level or lower that you know and that targets one or more creatures.

Scribing a psionic tattoo takes one day.

When you create a psionic tattoo, you set the manifester level.

The manifester level must be sufficient to manifest the power in question and no higher than your own level.

The base price of a psionic tattoo is its power level \times its manifester level \times 50 gp.

To scribe a tattoo, you must spend 1/25 of this base price in XP and use up raw materials (special inks, masterwork needles, and so on) costing one-half of this base price.

When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power.

When its wearer physically activates the tattoo, the wearer is the target of the power.

Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost.

In addition to the costs derived from the base price, you must pay the XP when creating the tattoo.

SIDESTEP CHARGE [PSIONIC]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks.

If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

SPEED OF THOUGHT [PSIONIC]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

SPLIT PSIONIC RAY [METAPSIONIC]

You can affect two targets with a single ray.

Prerequisite: Any other metapsionic feat.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You can split psionic rays you manifest.

The split ray affects any two targets that are both within the power's range and within 30 feet of each other.

If the ray deals damage, each target takes as much damage as a single target would take.
Using this feat increases the power point cost of the power by 2.

STAND STILL [GENERAL]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks.

Make your attack of opportunity normally.

If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

TALENTED [PSIONIC]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

TWIN POWER [METAPSIONIC]

You can manifest a power simultaneously with another power just like it.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You can twin a power.

Manifesting a power altered by this feat causes the power to take effect twice on the area or target, as if you were simultaneously manifesting the same power two times on the same location or target.

Any variables in the power (such as duration, number of targets, and so on) are the same for both of the resulting powers.

The target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each.

In some cases, such as a twinned *psionic charm*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

Using this feat increases the power point cost of the power by 6.

The power's total cost cannot exceed your manifester level.

UNAVOIDABLE STRIKE [PSIONIC]

You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

You can resolve your unarmed strike or attack with a natural weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack.

If your attack misses, you still expend your psionic focus.

UNCONDITIONAL POWER [METAPSIONIC]

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37).

Your mental strength is enough to overcome some otherwise disabling conditions.

You can manifest an unconditional power when you are dazed, *confused*, nauseated, shaken, or stunned.

Only personal powers and powers that affect your person can be manifested as unconditional powers.

Using this feat increases the power point cost of the power by 8.

The power's total cost cannot exceed your manifester level.

UP THE WALLS [PSIONIC]

You can run on walls for brief distances.

Prerequisite: Wis 13.

Benefit: While you are psionically focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface.

The height you can achieve on the wall is limited only by this movement restriction.

If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground.

Treat the wall as a normal floor for the purpose of measuring your movement.

Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely.

Opponents on the ground can make attacks of opportunity as you move up the wall.

For instance, Ma'varkith the psychic warrior has a speed of 40 feet (due to her Speed of Thought feat).

She begins her turn standing next to a wall.

She moves up the wall at a 45-degree angle ("diagonally") for 20 feet, which puts her 15 feet farther along the wall and 15 feet above the ground.

Then she moves 15 feet straight down, ending her move in a 5-foot square adjacent to the wall (she has used up 35 feet of her allowed movement).

At this point she takes her attack normally against an opponent adjacent to her, which potentially sets up flanking opportunities for her comrades.

If the wall had a ledge within 30 feet of the ground, she could have ended her move on the ledge instead of having to move back down to the floor.

Special: You can take other move actions in conjunction with moving along a wall.

For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall.

Likewise, you could tumble along the wall to avoid attacks of opportunity.

WIDEN POWER [METAPSIONIC]

You can increase the area of your powers.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can alter a burst, emanation, line, or spread-shaped power to increase its area.

(Powers that do not have an area of one of these four sorts are not affected by this feat).

Any numeric measurements of the power's area increase by 100%.

For example, an *energy burst* power (which normally produces a 40-foot-radius spread) that is widened now fills an 80-foot-radius spread.

Using this feat increases the power point cost of the power by 4.

The power's total cost cannot exceed your manifester level.

WILD TALENT [GENERAL]

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats.

You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

WOUNDING ATTACK [PSIONIC]

Your vicious attacks wound your foe.

Prerequisite: Base attack bonus +8.

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You can make an attack with such vicious force that you wound your opponent.

A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt.

You must decide whether or not to use this feat prior to making an attack.

If your attack misses, you still expend your psionic focus.

EPIC FEATS

EPIC EXPANDED KNOWLEDGE [EPIC, PSIONIC]

You learn another power.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: You learn one additional power at any level up to the highest level of power you can manifest.

You can choose any power, even one that is part of another discipline's list or another class's list.

Special: You can gain this feat multiple times.

Each time, you learn one new power at any level up to the highest level of power you can manifest.

EPIC PSIONIC FOCUS [EPIC, PSIONIC]

You can expend your psionic focus to greater effect.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: When you expend your psionic focus, you can simultaneously use two feats that require a psionic focus to be expended, instead of just one.

The feats must be stackable (for instance, Burrowing Power and Extend Power could both be used together on the same power).

You must still spend the requisite power points required to use each metapsionic feat, and you cannot exceed the power point limit set by your manifester level.

Special: You can take this feat multiple times.

Each time you do so, you can simultaneously use one additional feat that requires a psionic focus to be expended.

IMPROVED MANIFESTATION [EPIC, PSIONIC]

You increase your power point reserve.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: When you select this feat, you gain 19 power points.

Special: You can gain this feat multiple times.

Each time you do so, you gain an additional number of power points equal to your previous benefit +2.

IMPROVED METAPSIONICS [EPIC, PSIONIC]

You can manifest powers using metapsionic feats more easily than normal.

Prerequisites: Character level 21st, four metapsionic feats, Psicraft 30 ranks.

Benefit: Metapsionic powers you manifest cost 2 power points less than normal (to a minimum of 1 power point). For instance, you could manifest a quickened power as a power that costs only 4 more power points rather than 6 more power points.

This feat has no effect on metapsionic powers that inflate the cost by only 2 power points.

Special: You can gain this feat multiple times.

The effects stack, though you can't lower the cost of any metapsionic power to less than 1 power point.

POWER KNOWLEDGE [EPIC, PSIONIC]

You add two additional powers to your list of powers known.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: You learn two new powers of any level up to the highest level of power you can manifest.

The powers you select must be on your class list or the list for your discipline.

Special: You can gain this feat multiple times.

Each time, you learn two new powers at any level up to the highest level of power you can manifest.

PSICRYSTAL POWER [EPIC, PSIONIC]

Your psicrystal can manifest a power.

Prerequisites: Character level 21st, Intelligence 25 or Charisma 25 (depending on which is your key ability score for manifesting).

Benefit: Choose one power you know of 8th level or lower.

Your psicrystal can now manifest this power once per day at your manifester level (the psicrystal gains sufficient power points to manifest the power once).

You cannot bestow a power upon your psicrystal if the power normally has any experience point cost.

Special: You can gain this feat multiple times.

Each time you take the feat, you can give your psicrystal knowledge of a new power (and it gains sufficient power points to manifest that power once).

All power points gained by a psicrystal from multiple applications of this feat go into its reserve and can be used to manifest the powers it knows as you desire.

For instance, you can give your psicrystal an 8th-level power (cost 15 power points) and a 4th-level power (cost 7 power points).

It gains a reserve of 22 power points, which it could use to manifest each power once, or it could manifest the 4th-level power three times.

SIDEBAR FEATS

HIDDEN TALENT [GENERAL]

Your mind wakes to a previously unrealized talent for psionics.

Prerequisite: This feat can only be taken at 1st level.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points, and you can take psionic feats, metapsionic feats, and psionic item creation feats.

If you have or take a class that grants power points, the power points gained from Hidden Talent are added to your total power point reserve.

When you take this feat, choose one 1st-level power from any psionic class list.

You know this power (it becomes one of your powers known).

You can manifest this power with the power points provided by this feat if you have a Charisma score of 11 or higher.

If you have no psionic class levels, you are considered a 1st-level manifester when manifesting this power.

If you have psionic class levels, you can manifest the power at the highest manifester level you have attained.

(This is not a manifester level, and it does not add to any manifester levels gained by taking psionic classes).

If you have no psionic class levels, use Charisma to determine how powerful a power you can manifest and how hard those powers are to resist.

Note: This is an expanded version of the Wild Talent feat, intended for use in high-psionics campaigns.

FAITHS AND PANTHEONS (3.0)

MAIN SECTION FEATS

DIVINE MIGHT [DIVINE]

You can channel energy to increase your damage in combat.

Prerequisites: Ability to turn or rebuke undead, Cha 13, Str 13, Power Attack.

Benefit: Spend one of your turn/rebuke undead attempts to add your Charisma modifier to your weapon damage for a number of rounds equal to your Charisma modifier. This is a supernatural ability.

DIVINE VENGEANCE [DIVINE]

You channel energy to do additional energy damage in combat against undead.

Prerequisites: Ability to turn undead, Extra Turning.

Benefit: Spend one of your turn undead attempts to add 7d6 points of sacred energy-damage to all your successful melee attacks against undead until the end of your next action.

This is a supernatural ability.

EMPOWER TURNING [SPECIAL]

You can turn or rebuke more undead with a single turning attempt.

Prerequisites: Ability to turn or rebuke undead, Cha 13, Extra Turning.

Benefit: You can turn or rebuke more undead than usual, but have a harder time affecting undead with a larger number of Hit Dice.

If you take a -2 penalty on your turning check, you can add 2d6 to your turning damage roll.

ESCHEW MATERIALS [METAMAGIC]

You can cast spells without material components.

Prerequisite: Any other metamagic feat.

Benefit: A spell cast with Eschew Materials can be cast with no material components.

Spells without material components are not affected.

Spells with material components with a gp cost of more than 1 gp are not affected.

An eschewed spell uses up a spell slot of the spell's normal level.

HEIGHTEN TURNING [SPECIAL]

You can affect more powerful undead with your turning or rebuking attempts.

Prerequisites: Cha 13, Extra Turning.

Benefit: When you turn or rebuke undead, you may choose a number no higher than your cleric level. Add that number to your turning check, while subtracting it from your turning damage roll.

If you're not a cleric, you may choose a number no higher than your effective cleric level (for instance, a paladin could choose a number up to two less than his paladin level). If a prestige class increases your effective turning level, use your effective turning level.

JACK OF ALL TRADES [GENERAL]

You've picked up a smattering of even the most obscure skills.

Prerequisites: Character level 8th.

Benefits: You can use any skill untrained, even those that normally require training to use.

LYCANTHROPIC SPELL [GENERAL]

You cast spells while in your lycanthropic animal form.

Prerequisites: Lycanthrope, Improved Control Shape feat or Control Shape 8 ranks.

Benefit: You complete the verbal and somatic components of spells while in your lycanthropic animal form.

For example, while in the form of a wolf, you could substitute barks and gestures with your paws for the normal verbal and somatic components of a spell.

You can use any material components or focuses that you can hold with an appendage of your current form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak in your lycanthropic form.

QUICKEN TURNING [SPECIAL]

You can turn or rebuke undead with a moment's thought.

Prerequisites: Ability to turn or rebuke undead, Cha 13, Extra Turning.

Benefits: You can turn or rebuke undead as a free action, but with a -4 penalty on both your turning check and your turning damage roll.

You may still only make one turning attempt per round.

You may use this feat only when you actually attempt to turn or rebuke undead.

You may not use it when you power a divine feat.

REACH SPELL [METAMAGIC]

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of "touch" at any distance up to 30 feet.

The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient.

A reach spell uses up a spell slot two levels higher than the spell's actual level.

SACRED SPELL [METAMAGIC]

Your damaging spells are imbued with divine power.

Benefit: Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by *protection from elements* or similar magic. The other half of the damage dealt by the spell is as normal. A sacred spell uses up a spell slot two levels higher than the spell's actual level.

Only divine spells can be cast as sacred spells.

SUPERIOR EXPERTISE [GENERAL]

You have mastered the art of defense in combat.

Prerequisites: Int 13, Expertise, base Attack bonus +6.

Benefit: When you use the Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus.

This feat eliminates the +5 maximum for the Expertise feat.

SIDEBAR FEATS

LEADERSHIP FEAT OPTIONS []

TABLE 4-4: EXAMPLE DREADMASTER SPECIAL COHORTS		
Creature	Alignment	Level Equivalent
Doppelganger	Neutral	6th
Helmed horror*	Neutral	13th
Gouger (beholderkin)*	Neutral evil	14th
Deathkiss (beholderkin)*	Neutral evil	16th
Baneguard*	Lawful evil	5th
Banedeath*	Lawful evil	6th
Hell hound	Lawful evil	6th
Imp	Lawful evil	7th
Displacer beast	Lawful evil	7th
Banelar*	Lawful evil	10th

*Found in *Monster Compendium: Monsters of Faerûn*.

FIEND FOLIO (3.0)

SIDEBAR FEATS

FLYBY ATTACK [GENERAL]

The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another single action at any point during the move.

The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a single action either before or after its move.

GRAFT FLESH [ITEM CREATION]

You can apply a certain type of grafts to other living creatures or to yourself.

Prerequisite: Heal 10 ranks.

Benefit: Choose a type of graft: aboleth, beholder, fiendish, illithid, undead, or yuan-ti.

You must be an aboleth to choose aboleth grafts.

You must be a fiend to choose fiendish grafts.

You must be an illithid to choose illithid grafts.

You must be a yuan-ti to choose yuan-ti grafts.

There are no additional requirements for choosing beholder or undead grafts.

You can create grafts of your chosen type and apply them to other living creatures or to yourself.

Creating a graft takes one day for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half of this price.

HOVER [GENERAL]

The creature can halt its forward motion while flying, regardless of its maneuverability.

Prerequisite: Fly speed.

Benefit: While hovering, the creature can attack with all its natural weapons, except for wing attacks.

Some creatures may be able to make additional attacks while hovering, as noted in the creature's descriptive text.

If the creature has a breath weapon, it can use the breath weapon instead of making physical attacks.

If a creature hovers close to the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius specified in the creature's descriptive text.

The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin.

The cloud obscures vision, and creatures caught within it are blinded while inside and for 1 round after emerging.

Each creature caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: A creature without this feat cannot halt its forward motion without falling.

A creature with average, poor, or clumsy maneuverability can slow its flying movement to only half of its fly speed.

(See Tactical Aerial Movement in the DUNGEON MASTER's Guide).

MULTIATTACK [GENERAL]

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons have only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks have a -5 penalty.

MULTIWEAPON FIGHTING [GENERAL]

A creature with three or more hands can fight with a weapon in each hand.

The creature can make one extra attack each round with each extra weapon.

Prerequisite: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands.

(It has one primary hand, and all the others are off hands). See Two-Weapon Fighting in Chapter 8 of the *Player's Handbook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

QUICKEN SPELL-LIKE ABILITY [GENERAL]

The creature can employ a spell-like ability with a moment's thought.

Benefit: Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity.

The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability.

The creature may use only one quickened spell-like ability per round.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Each of a creature's spell-like abilities can be quickened only once per day.

Thus, if a demon chooses to quicken its *darkness* ability, it cannot use quickened *darkness* again the same day, though it could use its *darkness* ability again normally (since *darkness* is an at-will ability), or it could quicken another of its spell-like abilities, such as *desecrate*.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to each of its spell-like abilities one additional time per day.

FIENDISH CODEX 1 (3.5)

MAIN SECTION FEATS

ABYSS-BOUND SOUL [VILE]

You have pledged your immortal soul to a particular demon lord in return for a gift that aids your evil works in life.

Prerequisite: Evil Brand, Thrall to Demon.

Benefit: Your evil brand incorporates the personal symbol of your demon lord patron, who watches over you from the Abyss.

You gain a +2 bonus on saving throws made against spells with the good descriptor.

Additionally, a tiny portion of your patron's power infuses your body, granting you an additional benefit.

The exact benefit gained depends on who your patron is, as given below.

Baphomet: You deal double damage with weapons when you charge.

Dagon: You can breathe water as well as you can breathe air.

Demogorgon: Once per day, you can automatically summon a tanar'ri with a CR equal to or less than one-half your character level.

The summoned demon follows your commands and remains at your side for up to 1 hour.

This ability is the equivalent of a spell cast at a level equal to your character level.

Fraz-Urb'luu: You cast illusion spells at +1 caster level.

Graz'zt: You have immunity to fear effects.

Juiblex: You gain resistance to acid 5 (or your current resistance to acid increases by 5).

Kostchtchie: You gain resistance to cold 5 (or your current resistance to cold increases by 5).

Malcanthet: You cast enchantment spells at +1 caster level.

Obox-ob: Your natural armor bonus increases by 1.
Orcus: You cast necromancy spells at +1 caster level.
Pale Night: You have immunity to insanity and confusion effects.
Pazuzu: While flying, you gain a +2 profane bonus on Reflex saves.
Yeenoghu: When you attack with natural weapons, you gain a +1 profane bonus on attack and damage rolls.
Zuggtmoy: You ignore extra damage from critical hits and sneak attacks 25% of the time.
Special: When you die, your soul becomes the personal plaything of your demon patron.
 You can be restored to life only by *true resurrection*, *miracle*, or *wish*.

BLOOD WAR CONSCRIPT [VILE]

Your evil brand indicates your rank in the armies of the Blood War and infuses you with fury.

Prerequisite: Evil Brand.

Benefit: Against lawful or good enemies, you gain a +1 profane bonus on attack and weapon damage rolls.

CHAOTIC SPELL RECALL [ABYSSAL HERITOR]

A few choice spells never stray far from your mind.

Prerequisite: Any one Abyssal heritor feat, ability to prepare and cast spells.

Benefit: Once per day, you can recall one spell with the chaotic descriptor that you had prepared and then cast. The spell is then prepared again, just as if it had not been cast.

You recall the spell as a swift action.

The spell can be of any level you know, and you can recall the same spell or a different spell every time you use this feat.

You gain an additional daily use of this ability for every two abyssal heritor feats you possess.

Special: Your mind frequently fills with chaotic thoughts, imposing a –2 penalty on Concentration checks.

CLAWS OF THE BEAST [ABYSSAL HERITOR]

Your hands are twisted like claws.

This deformity allows you to deal more damage than usual with your unarmed strikes and sneak attacks.

Benefit: Your natural weapons or unarmed strikes gain a +1 profane bonus on damage rolls.

This bonus increases by 1 for every two Abyssal heritor feats you possess.

Special: Your talons make subtle manipulation of objects more difficult, imposing a –2 penalty on Sleight of Hand checks.

CLOAK OF THE OBYRITH [ABYSSAL HERITOR]

The chaos of the Abyss suffuses your being, as it does the ancient obyriths.

Prerequisite: Chaotic alignment.

Benefit: You gain damage reduction 1/lawful.

The amount of damage reduction increases by 1 for each additional Abyssal heritor feat you possess.

Special: You are careless when it comes to your own fundamental well-being and take a –2 penalty on Survival checks.

DARK SPEECH [VILE]

You learn a smattering of the language of truly dark power.

Prerequisite: Will save bonus +5, Int 15, Cha 15.

Benefit: You can use the Dark Speech to bring loathing and fear to others, to help cast evil spells and create evil magic items, and to weaken physical objects.

The four basic uses are detailed below.

Dread: Whenever you use Dark Speech in this manner, you take 1d4 points of Charisma damage, and every other creature in a 30-foot radius must attempt a Will save (DC 10 + 1/2 your character level + your Cha modifier).

The result of a failed save by a listener depends on the listener's character level and alignment, as detailed on the table below.

Level (Alignment)	Result
1st–4th (non-evil)	Listener is shaken for 1d10 rounds and must flee from you until you are out of sight.
1st–4th (evil)	Listener cowers in fear for 1d10 rounds.
5th–10th (non-evil)	Listener is shaken for 1d10 rounds.
5th–10th (evil)	Listener is charmed by you (as <i>charm monster</i>) for 1d10 rounds.
11th+ (non-evil)	Listener is filled with loathing for you but is not otherwise influenced.
11th+ (evil)	Listener is impressed, and you gain a +2 competence bonus on attempts to change his attitude in the future.

Power: Whenever you use Dark Speech in this manner, you take 1d4 points of Charisma damage.

By incorporating the Dark Speech into the verbal component of a spell, you increase its effective caster level by 1.

By using it during the creation of an evil magic item, you increase its caster level by 1 without increasing the cost.

Corruption: As a full-round action, you can whisper vile words at an inanimate object and reduce its hardness by half.

This use does not drain you, but you cannot use the ability more than once on a single object.

Dark Unity: You can use Dark Speech to establish a hive mind in any swarm of vermin or animals with an Intelligence score of 2 or lower.

Thereafter, you can give the swarm one command as per the *suggestion* spell (caster level equals your Hit Dice).

Whenever you Infuse a swarm in this manner, you take 1d4 points of Constitution damage.

Normal: Attempting to utter a word of Dark Speech always ends in immediate death for a speaker who is not trained in its dark power.

It is impossible to make someone use the Dark Speech if he is unwilling because the language's pronunciation is so exacting.

Special: You gain a +4 circumstance bonus on saving throws made when someone uses the Dark Speech against you.

DEMONIC CONDUIT [VILE]

Your evil brand incorporates blasphemous runes and sigils that augment magical attacks you make against lawful and/or good targets.

Prerequisite: Evil Brand.

Benefit: The save DC for any spell you cast against a lawful or good creature increases by 1. Against lawful good targets, the save DC increases by 2.

DEMONIC SKIN [ABYSSAL HERITOR]

Your skin has rough, scaly patches that enhance your natural armor.

Benefit: Your natural armor bonus improves by 1. This improvement increases by 1 for every two Abyssal heritor feats you possess.

If you do not have natural armor, assume your natural armor bonus is +0.

Special: Your thickened skin tends to catch on objects and makes you less flexible.

Because of these effects, you take a -2 penalty on Escape Artist checks.

DEMONIC SNEAK ATTACK [ABYSSAL HERITOR]

You know exactly how to twist the blade to get the most out of your sneak attacks.

Prerequisite: Sneak attack class feature.

Benefit: When you make a successful sneak attack, you can reroll a number of sneak attack damage dice equal to the number of Abyssal heritor feats you possess.

You must take the results of the rerolled dice.

Special: You trade feints for finesse and find it difficult to hide your more malicious intentions; consequently, you take a -2 penalty on Bluff checks.

DEMON MASTERY []

You are particularly skilled at summoning demons and convincing them to serve you.

Benefit: You gain a +2 bonus on Charisma checks made to resolve the effects of planar binding and similar spells. Additionally, whenever you use a spell to summon a demon, your effective caster level increases by 1 for the purpose of resolving its effects.

EVIL BRAND [VILE]

You are physically marked forever as the servant of an evil power greater than yourself—in this case, a demon lord. The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that you serve the lords of the Abyss.

Benefit: Evil creatures automatically recognize the symbol now emblazoned upon you as a sign of your utter depravity or discipleship to a powerful demon lord, although the brand does not necessarily reveal your patron's identity.

You gain a -2 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures.

EXTRACT DEMONIC ESSENCE []

You can draw upon the living essence of a willing or captured demon to fuel the creation of items or the casting of potent spells.

Prerequisite: Any two item creation feats, Demon Mastery.

Benefit: Whenever you need to expend experience points to craft a magic item or cast a spell with an XP component, you can draw upon the life force of a nearby demon to reduce the XP cost to you.

Before beginning the process, you must secure a demon whose Hit Dice equal or exceed the easier level of the item or spell in question.

The demon could be one that you summoned with a *planar ally* spell, or one that you have bound with a *planar binding* spell, or even one that you simply encountered and convinced to aid you.

The demon need not be willing, but it must remain within 30 feet of you for the duration of your work on the item or the casting time of the spell, and you must have line of effect (but not necessarily line of sight) to it during that time.

Drawing essence from a demon does not increase the time required to craft the item or cast the spell, but the process is draining for both you and the demon.

Each of you takes 1d6 points of Constitution damage when the essence is channeled from the demon into your body, then converted into magical energy.

An unwilling demon can attempt a Fortitude save (DC 10 + 1/2 your character level + your Cha modifier) to resist removal of its essence.

Success negates your use of this feat and forces you to either pay the full cost yourself or abort the creation or casting.

Successfully drawing essence from a demon in this way reduces the XP cost of the spell or item creation by one-half, but it complicates the process.

If you use this feat to reduce the XP cost of a spell, you must succeed on a Concentration check (DC 20 + the demon's HD) to cast the spell, if you use this feat to offset the XP cost of crafting a magic item the demon's essence has a 10% chance to corrupt the item in some way, imbuing it with a curse.

(The DM determines the nature of this curse randomly by rolling on the tables on pages 272–273 of the *Dungeon Master's Guide*.)

EYES OF THE ABYSS [ABYSSAL HERITOR]

Your eyes glow with an inner fire of some unusual color. This glow increases your perception and allows you to see in the dark.

Prerequisite: Any one other Abyssal heritor feat.

Benefit: You gain darkvision out to a range of 30 feet and a bonus on Search and Spot checks.

The amount of this bonus equals the number of Abyssal heritor feats you possess.

Special: Your glowing eyes are disconcerting and distracting to those with whom you interact.

This effect manifests as a -2 penalty on Diplomacy checks.

HEART OF THE NABASSU [ABYSSAL HERITOR]

Your ancestry traces back to a place where the Abyss meets the Negative Energy Plane.

Benefit: You can absorb harmlessly a number of negative levels per day equal to the number of Abyssal heritor feats you possess.

For example, if you have two Abyssal heritor feats, you can gain up to two negative levels on a given day and not suffer any ill effects.

Special: Your barest tie to the Negative Energy Plane is offputting to animals.

You take a -2 penalty on Handle Animal checks.

KEEPER OF FORBIDDEN LORE [ABYSSAL HERITOR]

A shred of demonic racial memory grants you knowledge of numerous ancient magical secrets.

Prerequisite: Int 13.

Benefit: You gain a bonus on Knowledge (the planes), Spellcraft, and bardic knowledge checks.

The magnitude of this bonus equals the number of Abyssal heritor feats you possess.

In addition, Knowledge (the planes) and Spellcraft are always class skills for you, and you can use them untrained.

Special: You have trouble acquiring information in more conventional ways, which translates to a -2 penalty on Gather Information checks.

ORDERED CHAOS []

You are an unusually lawful Abyssal heritor.

Prerequisite: Nonchaotic alignment, base Will save +4.

Benefit: Your alignment is not affected by the Abyssal heritor feats you possess.

Spells and effects that are keyed to alignment affect you as if you were chaotic, as well as your actual alignment.

For example, you become immune to spells such as *chaos hammer* and *word of chaos*, you could wield an anarchic weapon without fear of gaining a negative level, and you could take the Primordial Scion feat despite its chaotic alignment prerequisite.

OTHERWORLDLY COUNTEenance [ABYSSAL HERITOR]

You are either stunningly beautiful or wretchedly hideous. Either way, your appearance can be terribly unsettling to others upon whom you focus your attentions.

Prerequisite: Cha 15.

Benefit: When you take this feat, you must decide whether you are unusually beautiful or unusually hideous. Once you make this choice, you cannot change it.

You gain a bonus on Perform checks (if you chose beauty) or Intimidate checks (if you chose ugliness) equal to the number of Abyssal heritor feats you possess.

As a full-round action, you can attempt to distract a target within 30 feet by focusing your attention upon it.

The target must be able to see you and can resist your distracting appearance by making a Will save (DC 10 + 1/2 your character level + your Cha modifier).

Failure indicates that the target is fascinated (if you are beautiful) or sickened (if you are ugly) for as long as you remain in its line of sight.

You can affect a specific creature in this manner only once per day.

This ability is usable a number of times per day equal to the number of Abyssal heritor feats you possess.

Special: Your appearance is so striking that it's difficult to hide.

You take a -2 penalty on Disguise checks.

POISON HEALER []

Poison isn't always bad for you.

Prerequisite: Great Fortitude, Con 13.

Benefit: Any time you succeed on a Fortitude save against a poison, you heal a number of hit points of damage equal to your Constitution bonus.

POISON TALONS [ABYSSAL HERITOR]

Your claws drip with poison.

Prerequisite: Claws of the Beast, any two other Abyssal heritor feats.

Benefit: Once per hour, you can secrete poison onto your claws as a swift action.

This poison remains in place until you damage a target with your claws.

At that point, the creature struck must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Con modifier) or take 1d4 points of Strength damage.

One minute later, the victim must save again or take an additional 1d4 points of Strength damage.

You are immune to your own poison.

The poison you secrete from your talons cannot be collected or preserved.

Special: Although you are immune to your own toxin, its presence tends to complicate the process of providing medical aid to others.

Therefore, you take a -2 penalty on Heal checks.

PRECOGNITIVE VISIONS [ABYSSAL HERITOR]

You periodically experience visions from the near future.

Prerequisite: Wis 13, any one Abyssal heritor feat.

Benefit: Your visions reflect possible futures, and you can act to ensure or resist them.

You gain a number of floating +1 insight bonuses equal to one-half the number of Abyssal heritor feats you possess (minimum 1).

The bonuses last 24 hours, and you must reassign them at the start of each new day.

You can assign each bonus to one of the following:

- Your Armor Class
- Your attack rolls
- Your initiative checks
- One of your saving throws (Fortitude, Reflex, or Will)
- Checks made with one skill of your choice

Since insight bonuses do not stack, it's best to assign each one to a different kind of roll or check.

Special: Your visions tend to create unwelcome hallucinations.

This effect imposes a -2 penalty on Spot checks.

PRIMORDIAL SCION [ABYSSAL HERITOR]

The Abyss beckons...

Prerequisite: Chaotic alignment, any one Abyssal heritor feat.

Benefit: Your natural weapons, as well as any weapons you wield, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

In addition, attacks you make with such weapons deal an extra 1d6 points of damage to lawful creatures.

This bonus increases by an additional 1d6 for every four Abyssal heritor feats you possess.

Special: Because of the chaotic whispers in your head, you take a -2 penalty on Listen checks.

THRALL TO DEMON [VILE]

You formally become a supplicant to a demon lord. In return for your obedience, you gain a small measure of that demon lord's power.

Prerequisite: Chaotic evil alignment.

Benefit: Once per day, while performing an evil act, you can call upon your demonic patron and gain a +1 luck bonus on anyone attack roll, saving throw, ability check, skill check, or level check.

Special: You can take this feat only once.

If you take it, you cannot take the Disciple of Darkness or Scion of Sorrow feats (both described in *Champions of Ruin*), which link you in a similar way to powerful archdevils or yugoloth lords.

VESTIGIAL WINGS [ABYSSAL HERITOR]

A pair of vestigial wings sprouts from your shoulders.

Benefit: Your wings aren't formed enough to allow true flight, but they do enhance your ability to jump.

You gain a bonus on Jump checks equal to +3 per Abyssal heritor feat you possess.

Your wings can also slow your fall.

As long as you can take move actions, you can control a fall so that you land without taking damage.

You cannot, however, alter the direction you fall.

Special: Because your wings create additional drag while you swim, you take a -2 penalty on Swim checks.

SIDEBAR FEATS

POWERFUL CHARGE []

A creature with this feat can charge with extra force.

Prerequisites: Medium or Large size, base attack bonus +1.

Benefit: When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size).

For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when the creature makes a charge.

It does not work when the creature is mounted.

If the creature has the ability to make multiple attacks after a charge, it can apply this extra damage only to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

FIENDISH CODEX 2 (3.5)

MAIN SECTION FEATS

BRAND OF THE NINE HELLS []

You gain an infernal brand, a symbol proclaiming you as the property of an archdevil.

This brand might be a physical symbol, or it could be a strange change in your body's structure.

Prerequisites: Lawful evil, devil.

Benefit: When you select this feat, choose an archdevil to whom you have sworn fealty.

You gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks made against denizens of that archdevil's layer, but take a -2 penalty on the same checks made against denizens of other layers.

In addition, you gain a +2 bonus on Intimidate checks.

The brand grants an additional benefit, depending upon the archdevil with which it is associated.

Bel: The brand of Belis a cold iron longsword or greatsword (your choice) that glistens with green hellfire.

This weapon deals normal damage appropriate to your size, plus an extra 1d6 points of damage against good-aligned creatures, or an extra 2d6 points of damage against demons.

You are proficient with this weapon, even if you normally lack weapon proficiency with the longsword or greatsword.

Dispat: In keeping with your lord's fearful paranoia, you grow a pair of eyes in the back of your head.

You cannot be flanked, nor can you be caught flat-footed.

Mammon: The brand of Mammon allows you to better play the careful game of balance necessary of all devils.

When faced with mighty foes, you grovel and ask for mercy.

Against weaker enemies, you show no quarter.

If you attack an opponent with more HD than you, you automatically begin to project an aura of pity in a 30-foot radius around you.

All creatures in this area must make Will saves (DC 10 + 1/2 your HD + your Cha modifier) or take a -2 penalty on attacks against you.

They see you as weak, pathetic, and barely worth the effort of slaying.

Creatures with fewer HD than you, or any creature at half its maximum hit points or less (even one with more HD than you), suffer a different effect from this aura.

These creatures become shaken (Will negates, DC 10 + 1/2 your HD + your Cha modifier) as you take on a ghastly, enraged aspect in their eyes.

A creature with more HD than you that is subsequently reduced to half hit points must make a new save against this version of your aura.

If it fails, the creature becomes shaken but it no longer takes the -2 penalty on attack rolls described above (if it failed its save against the first aura effect).

This aura is a mind-affecting ability.

A creature needs to save against each version of the aura only once every 24 hours.

The aura's effect last as long as a creature is within its area.

Fierna and Belial: The brand of Fierna and Belial consumes you, infesting your thoughts with sinister urges.

Once per round, you can use a melee touch attack to bestow these dark impulses on another creature.

The target of this ability must make a Will save (DC 10 +1/2 your HD + your Cha modifier).

If it fails this save, the target is dazed for 1 round, lost in starry dreams of endless treasure, arcane might, and wishes fulfilled.

You can use this mind-affecting ability once every 1d4 rounds.

Levistus: The brand of Levistus grants you a mystical link to that trapped archdevil's prison.

Once per day as a swift action, you become encased in armor of ice.

You gain resistance to cold 20, and all of your natural attacks deal an extra 1d6 points of cold damage.

This benefit lasts for 10 minutes.

Glasya: The brand of Glasya fills you with power, drawn from the shuddering remains of the Hag Countess.

Once per day, you can activate this ability as a swift action.

You gain fast healing 3 for 1 minute.

Pulpy, tumorous flesh erupts from your wounds to seal your injuries.

Baalzebul: This brand causes your body to sweat a glistening slime.

You gain a +4 bonus on grapple and Escape Artist checks.

Your natural attacks deal an extra 1d6 points of acid damage.

Mephistopheles: The brand of Mephistopheles burns with unholy energy.

Three times per day, as a swift action, you can invoke those flames to wreath your body.

For 1 round, all of your natural attacks deal an extra 1d6 points of fire damage.

If you are grappled or struck by an unarmed attack, your attacker takes 1d6 points of fire damage.

At the start of each of your turns, any creatures in squares adjacent to you take 1d6 points of fire damage.

Asmodeus: The brand of Asmodeus fills you with power and authority.

Three times per day as a swift action, you can use *command*, as the spell, as a spell-like ability.

Special: Once a character gains a brand of the Nine Hells, it can never gain the brand of another archdevil.

Nondevils can gain this feat, and the feats that require it as a prerequisite, by performing a particularly useful act for an archduke of Hell.

This option is unavailable to player characters (unless a DM rules otherwise).

DEVIL'S AURA [DEVIL-TOUCHED]

Your close association with diabolic powers stains your soul.

By focusing your power, you can cause other creatures to become unsettled and nervous in your presence.

Prerequisites: Cha 13, Intimidate 9 ranks, Devil's Favor.

Benefit: You can generate an aura of fear for 1 round as a swift action.

All living creatures within 10 feet must succeed on a Will save (DC 10 +1/2 your HD + your Cha modifier) or become shaken for 1d3 rounds.

Multiple exposures to the same aura have no additional effect.

The aura lasts for 1 round.

You can use this ability a number of times per day equal to the total number of devil-touched feats you have selected, including this one.

DEVIL'S FAVOR [DEVIL-TOUCHED]

You have entered into an infernal pact with a dark power. In return for an indelible stain on your soul, and possibly an eternity of torment in Hell, you gain the ability to call upon the powers of Hell to aid your efforts.

Prerequisite: Pact with devil.

Benefit: When you attempt an attack, save, or check of any sort, you can beseech the dark powers to aid you.

You gain a +2 bonus on the attack, save, or check.

You can use this ability a number of times per day equal to the total number of devil-touched feats you have selected, including this one.

DEVIL'S FLESH [DEVIL-TOUCHED]

Your skin thickens and assumes a scaled, leathery texture that turns aside blows but serves as a clear mark of your taint.

Prerequisites: Con 15, Devils Favor.

Benefit: You gain a bonus to your natural armor and on Intimidate checks equal to half the number of devil-touched feats you have selected, including this one.

If you do not have a natural armor bonus, this feat provides you with one.

If you already have one, this feat improves your existing bonus.

In addition, you take a penalty on all Diplomacy checks against good creatures equal to the natural armor bonus provided by this feat.

DEVIL'S SIGHT [DEVIL-TOUCHED]

Your eyes glow red with infernal energy, allowing you to pierce magical darkness.

Prerequisites: Wis 15, Devil's Favor.

Benefit: You gain darkvision out to 60 feet.

If you already have darkvision, its range improves by 60 feet.

In addition, as a swift action, you can gain blindsight out to 30 feet for 5 rounds.

You can use your blindsight ability a number of times per day equal to the total number of devil-touched feats you have selected, including this one.

DEVIL'S STAMINA [DEVIL-TOUCHED]

Your body is infused with the toughness and fortitude of a devil.

You can shrug off attacks that would slay a lesser creature.

Prerequisites: Devil's Favor, base Fortitude save +3.

Benefit: You gain 2 extra hit points per devil-touched feat you have selected, including this one.

These hit points add to your maximum hit points, just like hit points from any other source.

In addition, once per day you gain fast healing equal to the number of devil-touched feats you possess for 5 rounds.

DEVIL'S TONGUE [DEVIL-TOUCHED]

You gain a devil's talent for trickery and deceit.

Your words form a verbal maze that clouds your opponent's mind.

As a physical mark of this ability, your tongue becomes forked like a serpent's.

Prerequisites: Cha 15, Devil's Favor.

Benefit: As a standard action, you can speak soothing words of friendship and amity to any opponent within 60 feet.

The target must be able to hear and understand you.

The target must make a Will save (DC 10 + 1/2 your HD + your Cha modifier) or be dazed for 1 round.

In addition, he is rendered flat-footed.

You can use this ability a number of times per day equal to the number of devil-touched feats you possess.

You can choose to spend two uses of this ability to use it as a swift action rather than as a standard action.

This is a mind-affecting, language-dependent, supernatural ability.

DILATE AURA []

You can extend the range of your aura.

Prerequisite: Aura ability.

Benefit: Once per encounter, you can double the range of your aura.

The expanded aura lasts for a number of rounds equal to your Charisma modifier (minimum 1 round).

DISRUPTING SPELL [METAMAGIC]

You can cast spells that disrupt other caster's magical capabilities.

Benefit: You can alter a spell so it interferes with one or more targets' supernatural and spell-like abilities, as well as any spells they cast.

A disrupting spell temporarily reduces the save DC of any spell, spell-like, or supernatural ability the affected creature or creatures can cast or use by 2.

The effect of a disrupting spell lasts for a number of rounds equal to the spell's unmodified level.

Multiple disrupting spells do not stack.

A disrupting spell has no effect on magic items.

A disrupting spell uses up a spell slot two levels higher than the spell's actual level.

DIVINE CENSURE [DIVINE]

You can channel divine energy to instill fear in evil outsiders.

Prerequisites: Ability to turn undead, good alignment.

Benefit: You can spend one of your turn undead attempts as a standard action to channel your god's outrage, condemning all evil outsiders within 30 feet.

Such creatures must make a Will save (DC 10 + 1/2 your character level + your Cha modifier) or become shaken for a number of rounds equal to your Charisma modifier (minimum 1 round).

DIVINE DEFIANCE [DIVINE]

You can channel divine energy to counter spells without readying an action in advance.

Prerequisites: Divine caster level 3rd, ability to turn or rebuke undead.

Benefit: You can spend one of your turn or rebuke undead attempts as an immediate action to counter a spell or spell-like effect.

For example, if an evil cleric targets Jozan with a *hold person* spell, as an immediate action, Jozan can spend a turn undead attempt to counter the spell if he had prepared a *hold person* or *dispel magic* spell.

You must have the relevant spell prepared as normal (or *dispel magic*), and you must make a Spellcraft check to identify the target's spell if applicable.

(See PH 170 for details on counterspells).

Normal: You must typically use a readied action to counter an enemy's spell.

DIVINE JUSTICE [DIVINE]

You can channel divine energy to deal extra melee damage to evil outsiders.

Prerequisite: Ability to turn or rebuke undead.

Benefit: As a swift action, spend one of your turn or rebuke undead attempts to deal an extra 2d6 points of damage with all your successful melee attacks against evil outsiders until the end of the round.

In addition, evil outsiders struck by one of your attacks while you are using this feat must succeed on a Will save (DC 10 + 1/2 your character level + your Cha modifier) or be shaken for 1 minute.

MARK OF AVERNUS []

Your unfailing allegiance to Bel gives you special strategic insights into the best ways to overcome your enemies.

By examining your opponents, you can land telling blows.

Prerequisites: Brand of the Nine Hells, allegiance to Bel.

Benefit: You are a master strategist.

Once per encounter, you can make a single ranged attack, melee attack, or use one of your spell-like abilities as an immediate action.

In addition, whenever you successfully hit an opponent with an attack made as part of a readied action, you gain a +4 bonus on your attack roll and damage roll, and you automatically confirm a critical threat on such an attack.

MARK OF CANIA []

Behind Mephistopheles's mask of civility and quick wit burns the fire of frustration and hatred.

You acquire this archdevil's temperament, and you can channel it to destroy your foes.

Prerequisites: Brand of the Nine Hells, allegiance to Mephistopheles.

Benefit: The passionate anger for which Mephistopheles is famed burns brightly in you.

Each round when you miss on an attack roll or a target successfully saves against a spell, spell-like ability, or supernatural ability you have cast or used, you gain a cumulative +1 bonus on attack rolls, damage rolls, saves, and checks.

This bonus lasts until you successfully hit a target or until a target fails a saving throw against one of your spells, spell-like abilities, or supernatural effects.

For every +1 bonus you gain, you also take a -1 penalty to Armor Class.

This penalty disappears when the bonus no longer applies.

MARK OF DIS []

The infernal attention of Disater has made you paranoid and cautious, giving you decided advantages in combat. Your attention to detail in battle leaves few openings for your opponents to attack.

Prerequisites: Brand of the Nine Hells, allegiance to Disater.

Benefit: The only devils that survive for long in the labyrinthine streets of Dis are those with Disater's preparedness and unflagging paranoia.

When you move (and only when you move), the square in which you start your movement is not considered threatened.

In addition, once per round, as an immediate action, you can choose to gain a +4 bonus to AC or on a single save.

This bonus applies to one or the other, but not both.

MARK OF MALADOMINI []

Maladomini is a sinking mire of corruption and filth. Those who serve the Lord of Flies acquire some of his unsavory characteristics.

You exude stinking ichor like your master.

Prerequisites: Brand of the Nine Hells, allegiance to Baalzebul.

Benefit: You share the curse of your foul master, Baalzebul.

Your body issues forth a steady stream of filth that collects about you.

Any creature that enters or leaves a square adjacent to you must succeed on a Balance check (DC 10 + 1/2 your HD + your Con modifier) or immediately stop moving.

A creature that fails this check and attempts to keep moving immediately falls prone in its current space.

In addition, this slime reeks of decay, excrement, and worse, forcing any living creature within 10 feet of you to succeed on a Fortitude save (DC 10 + 1/2 your HD + your Con modifier) or become sickened for 10 rounds.

Regardless of the outcome of the save, a creature cannot again be affected by your stench for 24 hours.

MARK OF MALBOLGE []

Malbolge has transformed into a place of disturbing growth and decay.

Glasya, the new mistress, has blessed you with the same essence that infects everything in her domain, enabling you to draw power from the remains of the Hag Countess.

Prerequisites: Brand of the Nine Hells, allegiance to Glasya.

Benefit: Your body throbs with a number of fleshy tumors equal to your Constitution modifier +3 (minimum three tumors).

Each round, as a swift action, you can draw strength from one of these cancerous growths to gain one of the following benefits:

- +10-foot enhancement bonus to your base speed for 1 round.
- Heal 2d6 points of damage +1 point per Hit Die.
- Increase your natural reach with your melee attacks by 5 feet for 1 round.

- Spray a stream of noxious filth at an adjacent target, forcing that creature to succeed on a Fortitude save (DC 10 + 1/2 your HD + your Con modifier) or become sickened for 1 round.

Spent tumors regrow in 10 rounds.

MARK OF MINAUROS []

Mammon is an expert at managing the various powers of Hell.

From service to this archdevil, you know when to use explosive violence and when to beat a hasty retreat.

Prerequisites: Brand of the Nine Hells, allegiance to Mammon.

Benefit: Like your master, you know when to fight and when to flee.

When making a charge attack, you gain a +2 bonus on your attack roll at the end of the charge for every 10 feet you move as part of the charge (in addition to the normal attack bonus from charging).

In addition, when you move (and only when you move), the square in which you start your movement is not considered threatened.

Normal: You gain a +2 bonus on your attack roll at the end of a charge.

Withdrawing is a full-round action.

MARK OF NESSUS []

All bow before Asmodeus.

The Lord of Nessus grants you a hint of his commanding nature.

Prerequisites: Brand of the Nine Hells, allegiance to Asmodeus.

Asmodeus himself, and you have learned to tap into this commanding authority.

Whenever a creature would attack you, target you with a spell, or use spell-like or supernatural ability against you, it must first succeed on a Will save (DC 10 + 1/2 your HD + your Cha modifier).

If it fails, it must select another target or take some other action.

Once an opponent succeeds on the saving throw, it cannot be affected again by your Mark of Nessus for 24 hours.

In addition, once per round as a swift action, you can infuse a single natural attack with hellfire, dealing an extra 1d6 points of damage.

MARK OF PHLEGETHOS []

The disturbing infatuation of physical pleasure and pain has indelibly touched your mind, enabling to draw strength from your own suffering, as well as that of others.

Prerequisites: Brand of the Nine Hells, allegiance to Belial or Fierna.

Benefit: You gain your master's or mistress's penchant for perverse sensuality.

Whenever you take or deal damage, you gain 1 pleasure point.

You can spend a single pleasure point as a swift action to gain a +4 bonus on your next attack roll, save, or ability or skill check.

Accumulated pleasure points disappear at the end of the encounter.

MARK OF STYGIA []

Levistus demands that his servants work endlessly to extract him from his icy tomb. From your time on the glacier, you have learned to use your environment to best advantage.

Prerequisites: Brand of the Nine Hells, allegiance to Levistus.

Benefit: Those who serve Levistus are accustomed to the inhospitable cold and ice of Stygia.

You never need to make Balance checks when on slippery or severely slippery surfaces, and you can move at full speed over any terrain that would ordinarily require a Balance check.

Whenever both you and an opponent stand on icy or frozen surfaces, you gain a +4 bonus on attack rolls and damage rolls.

Finally, each round as a swift action, you can limn a weapon you wield with Stygian cold for 1 round.

On a successful hit, this weapon deals an extra 1d6 points of cold damage.

If the weapon is made of Baatorian green steel (see page 99), it deals an extra 2d6 points of cold damage instead.

PERSISTENT REFUSAL [DIVINE]

You can channel divine energy to make a second save against an effect that specifically targets you.

Prerequisite: Ability to turn or rebuke undead.

Benefit: As a swift action, spend one of your turn or rebuke undead attempts to make another save against any effect that targets you and has a continuing duration.

For example, on his turn, a cleric with this feat who fails a saving throw to resist the effect of a *hold monster* spell can spend a turn undead attempt as a swift action to attempt another save.

PIOUS DEFIANCE [DIVINE]

You can channel positive or negative energy to firm your resolve.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can spend a turn or rebuke attempt as an immediate action to gain a bonus on Will saves equal to 1/2 your character level for 1 round.

RAPID REGENERATION []

You regenerate more rapidly.

Prerequisite: Regeneration ability.

Benefit: The amount of nonlethal damage removed by your regeneration ability increases by 1.

Special: You can select this feat multiple times. Its effects stack.

SUPERNATURAL INSTINCTS []

Your uncanny insight enables you to take advantage of the subtle opportunities created when an opponent uses supernatural abilities against you.

Prerequisite: Combat Reflexes.

Benefit: When a creature you threaten uses a supernatural ability, it provokes an attack of opportunity from you.

Unlike a spell or spell-like ability, though, a successful hit does not require the target to succeed on a Concentration check to continue to make use of the supernatural ability.

Normal: Supernatural abilities do not provoke attacks of opportunity.

UNDO RESISTANCE []

You learn to use cold iron weapons to unravel your opponent's magical defenses with a well-placed sneak attack.

Prerequisite: Sneak attack, sudden strike, or skirmish ability.

Benefit: If you successfully deal sneak attack damage with a cold iron weapon, you reduce the target's spell resistance by 1 point per die of sneak attack damage.

Multiple uses of this feat stack.

Undo Resistance can reduce a target's spell resistance to 0, but not below 0.

Spell resistance reduced in this manner returns to normal 1 hour after the last sneak attack.

Special: You also gain this benefit with skirmish and sudden strike damage.

Your DM might also allow you to use this feat with similar special abilities that grant you extra dice of damage against flat-footed or flanked opponents.

VENGEFUL SURGE []

Opponents who target you with magical effects risk sparking your ire.

Prerequisite: Iron Will.

Benefit: Whenever you make a successful saving throw against a spell, spell-like ability, or supernatural effect, for 1 round you gain a $\times 2$ bonus on damage rolls against the creature that targeted you.

FORGOTTEN REALMS CAMPAIGN SETTING (3.0)

MAIN SECTION FEATS

ARCANE PREPARATION [GENERAL]

You can prepare an arcane spell ahead of time just as a wizard does.

Prerequisite: You must be able to cast arcane spells as a bard or sorcerer before you can select this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does.

If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action.

ARCANE SCHOOLING [GENERAL]

In your homeland, all who show some skill at the Art may receive training as a wielder of magic.

Many characters know something of the ways of the bard, the sorcerer, or the wizard.

Regions: Chessenta, Halruaa, Lantan, Mulhorand, Unther.

Benefit: Choose one arcane spellcasting class. This class is a favored class for you in addition to any other favored class you select.

For example, a multiclassed human fighter/rogue could add levels of wizard without incurring any experience penalty for multiclassing in three classes.

Special: You may only take this feat as a 1st-level character.

ARTIST [GENERAL]

You come from a culture in which the arts, philosophy, and music have a prominent place in society.

Region: Chessenta, Evermeet, Waterdeep, rock gnome.

Benefit: You gain a +2 bonus on all Perform checks and to one Craft skill that invokes art (your choice) such as calligraphy, painting, sculpture, or weaving.

BLOODED [GENERAL]

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted.

Enemies find it difficult to catch you off guard.

Regions: Dalelands, Nelander Isles, Sembia, Silverymoon, Tethyr, Vaasa.

Benefit: You get a +2 bonus on Initiative and a +2 bonus on all Spot checks.

BLOODLINE OF FIRE [GENERAL]

You are descended from the efreet who ruled Calimshan for two millennia.

The blood of these fire-spirits runs thick in your veins.

Region: Calimshan.

Benefit: You receive a +4 bonus on saving throws against fire effects.

You also add +2 to the DC of saving throws for any sorcerer spells with the fire descriptor that you cast.

This benefit stacks with the Spell Focus feat if the spell you cast is from your chosen school.

Special: You may only take this feat as a 1st-level character.

BULLHEADED [GENERAL]

The stubbornness and determination of your kind is legendary.

You are exceptionally headstrong and difficult to sway from your intended course.

Regions: Damara, Dragon Coast, the Great Dale, Moonshaes, Narfell, Nelander Isles, Rashemen, Vaasa, Western Heartlands, gold dwarf, gray dwarf, shield dwarf.

Benefit: You receive a +1 bonus on Will saves and a +2 bonus on Intimidate checks.

COSMOPOLITAN [GENERAL]

Your exposure to the thousand forking paths of the city has taught you things you ordinarily would never have uncovered.

Regions: Amn, Waterdeep.

Benefit: Choose a nonexclusive skill you do not have as a class skill.

You gain a +2 bonus on all checks with that skill, and that skill is always considered a class skill for you.

Special: You may take this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new skill.

COURTEOUS MAGOCRACY [GENERAL]

You were raised in a land where mighty wizards order affairs.

Where powerful spellcasters are common, cautious courtesy is the norm and everyone has an eye for magic goods.

Region: Evermeet, Halruaa.

Benefit: You receive a +2 bonus on all Diplomacy and Spellcraft checks.

CREATE PORTAL [ITEM CREATION]

You have learned the ancient craft of creating a *portal*, a permanent magic device that that instantaneously transports those who know its secrets from one locale to another.

Faerûn is riddled with *portals*.

Prerequisite: Craft Wondrous Item.

Benefit: You can create any *portal* whose prerequisites you meet.

Crafting a *portal* takes one day for each 1,000 gp in its base price.

To craft a *portal*, you must spend 1/25 of its base price in XP and use up raw materials costing half of this base price.

See Chapter 2: Magic for details of *portal* creation.

Some *portals* incur extra costs in material components or XP as noted in their descriptions.

These costs are in addition to those derived from the *portal's* base price.

DAYLIGHT ADAPTATION [GENERAL]

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.

Region: Drow, gray dwarf, ore.

Benefit: If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as a drow or duergar), you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.

DELAY SPELL [METAMAGIC]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any other metamagic feat.

Benefit: A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it.

You determine the delay when casting the spell, and it cannot be changed once set.

The spell activates just before your turn on the round you designate.

Only area, personal, and touch spells may be affected by this feat.

Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast.

Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers.

If conditions change between casting and effect in such a fashion as to make the spell impossible—for example, the target you designate leaves the spell's maximum range or area before it goes off—the spell fails.

A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as *detect magic*.

A delayed spell uses up a spell slot three levels higher than the spell's actual level.

DISCIPLINE [GENERAL]

Your people are admired for their single-minded determination and clarity of purpose.

You are difficult to distract by spell or blow.

Regions: Aglarond, Anauroch, Cormyr, Impiltur, Thay, strongheart halfling, sun elf, rock gnome.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Concentration checks.

EDUCATION [GENERAL]

Some lands hold the pen in higher regard than the sword. In your youth you received the benefit of several years of more or less formal schooling.

Regions: Amn, Chessenta, Cormyr, Evermeet, Lantan, Mulhorand, Sembia, Silverymoon, Waterdeep, moon elf, sun elf.

Benefit: All Knowledge skills are class skills for you: You get a +1 bonus on all skill checks with any two Knowledge skills of your choosing.

Special: You may only take this feat as a 1st-level character.

ETHRAN [GENERAL]

You have been initiated into the secrets of the Witches of Rashemen as a member of the Ethran, the “untrial”.

Prerequisites: Female, Charisma 11+, spellcaster level 1st+, society approval.

Region: Rashemen.

Benefit: You are a respected member of the Witches of Rashemen.

You gain a +2 bonus on Animal Empathy and Intuit Direction checks.

When dealing with other Rashemi, you gain a +2 bonus on any Charisma-based skill checks.

Acquiring this feat requires the approval of the DM and remaining in good standing with the witches of Rashemen. If you lose their approval, you lose all benefits of this feat.

FOE HUNTER [FIGHTER, GENERAL]

In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures.

You have served as a member of a militia or military unit devoted to protecting your home from the fierce raiders who trouble the area.

Regions: Chult, Cormyr, Damara, the Lake of Steam, the North, the Moonsea, Tashalar, Tethyr, Vaasa, shield dwarf, wood elf.

Benefit: Your homeland dictates the type of foe you have trained against.

When fighting monsters of that race, you gain a +1 competence bonus on damage rolls with melee attacks and on ranged attacks at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using.

This benefit does not stack with the Improved Critical feat.

Special: In Cormyr, Damara, Tethyr, Vaasa, or as a shield dwarf, your traditional foes are goblinoids—goblins, hobgoblins, and bugbears.

In Chult and Tashalar, this feat applies to lizardfolk and yuan-ti.

Wood elves train against gnolls.

In the Lake of Steam, the North, and the Moonsea, this feat applies to orcs and half-orcs.

You may take this feat multiple times.

Its effects do not stack.

Each time you take the feat you must qualify for learning regional feats in a land that hunts a different creature from that specified by the regional feat or feats you already have.

FORESTER [GENERAL]

Faerûn's great forests stretch for hundreds of miles across the northlands.

You are knowledgeable about the secrets of the forest and wise in its ways.

Regions: Chondalwood, Dalelands, the Great Dale, the High Forest, ghostwise halfling, moon elf, wild elf, wood elf.

Benefit: You receive a +2 bonus on all Heal checks and a +2 bonus on all Wilderness Lore checks.

GREATER SPELL FOCUS [GENERAL]

Choose a school of magic to which you already have applied the Spell Focus feat.

Your spells of that school are even more potent than normal.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on.

This overlaps (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new school of magic.

GREATER SPELL PENETRATION [GENERAL]

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration.

Benefit: You get a +4 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance.

This overlaps (does not stack with) the bonus from Spell Penetration.

HORSE NOMAD [FIGHTER, GENERAL]

You have been raised in a culture that relies upon riding and shooting for survival.

Regions: Hordelands, the Shaar, Vaasa (the Ride only).

Benefit: You get Martial Weapon Proficiency (composite shortbow) and a +2 bonus on all Ride checks.

IMPROVED COUNTERSPELL [GENERAL]

You understand the nuances of magic to such an extent that you can counter your opponents' spells with great efficiency.

Benefit: When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

IMPROVED FAMILIAR [GENERAL]

So long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

Prerequisite: Ability to acquire a new familiar, compatible alignment.

Benefit: When, choosing a familiar, the following creatures are also available to you.

You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

The improved familiar is magically linked to its master just like a normal familiar.

The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual* or Chapter 9:

Monsters of this book, with these exceptions:

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better.

Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks.

Damage equals that of a normal creature of that kind.

Special Attacks: The familiar has all the special attacks of its kind.

Special Qualities: The familiar has all the special qualities of its kind.

TABLE 1-6: IMPROVED FAMILIARS

Kind of Familiar	Arcane Spellcaster Level Required
Animal, tressym†† [neutral]	5
Beholderkin, eyeball† [neutral evil]	5
Imp [lawful evil]	7
Pseudodragon [neutral good]	7
Quasit [chaotic evil]	7
Night hunter bat† [neutral evil]	5
Formian worker [lawful neutral]	7
Shocker lizard [neutral]	5
Stirge [neutral]	5

†These creatures are described in *Monster Manual Appendix: Monsters of Faerûn*.

††This creature is described in Chapter 9: Monsters.

Saving Throws: The familiar uses the master's base save bonuses if they're better than the familiar's.

Skills: Use the normal skills for a creature of its kind.

Familiar Special Abilities: Use Table 3-19: Familiar Abilities in the *Player's Handbook* to determine additional abilities as you would for a normal familiar.

INNATE SPELL [GENERAL]

You have mastered a spell so thoroughly you can now cast it as a spell-like ability.

Prerequisites: Quicken Spell, Silent Spell, Still Spell.

Benefit: Choose a spell you can cast.

You can now cast this spell at will as a spell-like ability, once per round, without needing to prepare it.

One spell slot eight levels higher than the innate spell is permanently used to power it.

(Note that spell slots above 9th level can be achieved with the rules in the upcoming *Epic-Level Campaigns* book).

If the innate spell has an XP component, you pay the XP cost each time you use the spell-like ability.

If the innate spell has a focus, you do not need the focus to use the spell-like ability.

If the innate spell has a costly material component (see the spell description), you need an item worth TO times that cost to use as the focus for the spell-like ability.

If the innate spell has a material component with negligible cost, you do not need the material component to use the spell-like ability.

Since an innate spell is a spell-like ability and not an actual spell, a cleric cannot convert it to a *cure* spell or an *inflict* spell, nor can it be converted to a signature spell (see the Signature Spell feat).

Divine spellcasters who become unable to cast divine spells cannot use divine innate spells.

Special: You can choose this feat more than once, selecting another spell each time.

You have to pay the costs in spell slots, focuses, and material components for each innate spell you acquire.

INSCRIBE RUNE [ITEM CREATION]

You can create magic runes that hold spells until triggered.

Prerequisite: Intelligence 13+, appropriate Craft skill, divine spellcaster level 3rd.

Benefit: You can cast any divine spell you have prepared as a rune.

The caster must have prepared the spell to be scribed and must provide any material components or focuses the spell requires.

If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the rune in addition to the XP cost for making the rune itself.

Likewise, material components are consumed when he begins writing, but focuses are not.

See the Rune Magic section in Chapter 2: Magic for the details of runes and rune magic.

A single object of Medium-size or smaller can hold only one rune.

Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area.

Runes cannot be placed on creatures.

The rune has a market price of the spell level × caster level × 100 gp (a 0-level spell counts as 1/2 level).

You must spend 1/25 of its market price in XP and use up raw materials costing half this market price.

A rune's market value equals its base price.

INSIDIOUS MAGIC [METAMAGIC]

You can use the Shadow Weave to make your spells harder for Weave users to detect.

All creatures employing spells or spell-like abilities are considered to be Weave users unless they possess the Shadow Weave Magic feat.

Prerequisite: Shadow Weave Magic.

Benefit: When a Weave user employs a divination spell, spell-like ability, or magic item (such as *detect magic*) that may detect the magical aura of one of your spells, the Weave user must make a level check (DC 11 + your caster level) to successfully detect your spells.

Similarly, a Weave user attempting to use a divination such as *see invisibility* to reveal the effects of one of your spells must make a level check to reveal your spell's effects.

The Weave user can check only once for each divination spell used, no matter how many of your spell effects are operating in an area.

This benefit does not extend to spells you cast from the schools of Evocation or Transmutation.

From now on, your ability to detect Weave magic is impaired.

Any divination spell you use against a Weave effect is successful only if you make a level check against a DC of 9 + the caster's level.

This penalty does not extend to Enchantment, Illusion, or Necromancy effects.
(You detect them normally).

LUCK OF HEROES [GENERAL]

Your land is known for producing heroes.

Through pluck, determination; and resilience, your people survive when no one expects them to come through.

Regions: Aglarond, Dalelands, Tethyr, the Vast.

Benefit: You receive a +1 luck bonus on all saving throws.

MAGICAL ARTISAN [GENERAL]

You have mastered the method of creating a certain kind of magic item.

Prerequisite: Any item creation feat.

Benefit: Each time you take this feat, choose one item creation feat you know.

When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

Special: You may gain this feat multiple times.
Each time you take the feat, it applies to a new item creation feat.

MAGICAL TRAINING [GENERAL]

You come from Halruaa, a half-legendary land where basic magic is taught to all with the aptitude for it.

Every crafter and laborer, it seems, knows a cantrip or two to ease her work.

Prerequisite: Intelligence 10+.

Region: Halruaa.

Benefit: You may cast the 0-level arcane spells *dancing light*, *daze*, and *mage hand* once per day each.

You have an arcane spell failure chance if you wear armor.

You are treated as a wizard of your arcane spellcaster level (minimum 1st level) for determining the range at which these spells can be cast.

Special: You may only take this feat as a 1st-level character.

MERCANTILE BACKGROUND [GENERAL]

Powerful trading costers and craft guilds control the wealth and commerce of Faerûn's lands.

You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Regions: Impiltur, Lake of Steam, Lantan, Sembia, Tashalar, Tethyr, Thesk, the Vast, deep gnome, gray dwarf.

Benefit: You gain a +2 bonus on all Appraise checks and a +2 bonus on skill checks in the Craft or Profession skill of your choice.

MILITIA [GENERAL]

You served in a local militia, training with weapons suitable for use on the battlefield.

Region: Dalelands, Impiltur, Luiren, strongheart halfling.

Benefit: You get Martial Weapon Proficiency (longbow) and Martial Weapon Proficiency (longspear).

In Luiren, this feat applies to Martial Weapon Proficiency (shortbow) and Martial Weapon Proficiency (short sword) instead of longbow and longspear.

MIND OVER BODY [GENERAL]

The arcane spellcasters of some lands have learned to overcome the frailties of the body with the unyielding power of the mind.

Regions: Calimshan, Thay, moon elf, sun elf.

Benefit: At 1st level, you may use your Intelligence modifier instead of your Constitution modifier to determine bonus hit points.

(For all ensuing levels, you revert to your Constitution modifier).

You gain +1 hit point every time you learn a metamagic feat.

Special: You may only take this feat as a 1st-level character.

PERNICIOUS MAGIC [METAMAGIC]

You can use the Shadow Weave to make your spells harder for Weave users to counter.

Any creature using a spell, spell-like ability, or magic item without the Shadow Weave Magic feat is considered to be a Weave user.

Prerequisite: Shadow Weave Magic.

Benefit: Your spells resist counterspell attempts by Weave users.

When a Weave caster tries to counterspell a spell you, are casting, he must make a level check (DC 11 + your caster level) to succeed at the counterspell.

This benefit does not extend to spells you cast from the school of Evocation or Transmutation, nor to opponents using *dispel magic* to counterspell (see *Tenacious Magic*, later in this section).

From now on your ability to counterspell Weave magic is impaired.

When you attempt to counter a Weave spell, you must make a level check with a DC of 9 + your opponent's caster level to succeed.

This penalty does not extend to Enchantment, Illusion, or Necromancy effects, (You counterspell them normally). You may attempt counterspells with *dispel magic* normally.

PERSISTENT SPELL [METAMAGIC]

You make one of your spells last all day.

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (for example, *comprehend languages* or *detect magic*). Spells of instantaneous duration, spells with a range of touch, and spells whose effects are discharged cannot be affected by this feat.

You need not concentrate on spells such as *detect magic* and *detect thoughts* to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal.

Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

RESIST POISON [GENERAL]

Over years, some among your people carefully expose themselves to poisons in controlled dosages in order to build up immunity to their effects.

A few are thereby weakened, but the strong adjust.

Regions: Gray dwarf, half-ore, ore.

Benefit: You get a +4 bonus on Fortitude saving throws against poison.

Special: You may only take this feat as a 1st-level character.

SADDLEBACK [FIGHTER, GENERAL]

Your people are as comfortable riding as walking.

Regions: Cormyr, Hordelands, Narfell, the North, Western Heartlands.

Benefit: You receive a +3 bonus on all Ride checks.

SHADOW WEAVE MAGIC [GENERAL]

You have discovered the dark and dangerous secret of the Shadow Weave.

Prerequisite: Wisdom 13+ or patron deity Shar.

Benefit: From now on, your spells tap the Shadow Weave instead of the Weave. You also can activate magic items that use the Shadow Weave without taking damage.

Add a +1 bonus to the DC for all saving throws of spells you cast from the schools of Enchantment, Illusion, and Necromancy, and spells with the darkness descriptor.

You get a +1 bonus on caster level checks to overcome spell resistance for these schools and spells.

The Shadow Weave proves less than optimal for effects involving energy or matter.

Your effective caster level for spells you cast from the schools of Evocation or Transmutation (except spells with the darkness descriptor) is reduced by one.

(First-level Shadow Weave users cannot cast spells from these schools).

The reduced caster level affects the spell's range, duration, damage, and any other level-dependent variables the spell might have, including dispel checks against you.

You can no longer cast spells with the light descriptor, no matter what your level is.

Such spells automatically fail.

Your ability to use magic items that produce light effects is also limited—you cannot invoke an item's light power if the item's activation method is spell trigger or spell completion.

From now on, any magic item you create is a Shadow Weave item (see Chapter 2: Magic).

Special: Knowledge of the Shadow Weave has a price. When you acquire this feat, your Wisdom score is immediately reduced by 2 points.

If this loss or any future Wisdom loss reduces your Wisdom score to less than 13, you still have the feat.

(This is an exception to the general rule governing feats with prerequisites).

Restorative Spells (such as *restoration* or *greater restoration*) do not reverse the Wisdom loss.

You can, however, strike a deal with Shar, the goddess who holds sway over the Shadow Weave, to regain your lost Wisdom.

You must receive an *atonement* spell from a cleric of Shar. Sharran clerics require the subject to complete a dangerous quest before receiving the *atonement*, and afterward you must choose her as your patron.

The usual quest is to destroy a follower of Selûne whose level is at least as high as yours).

If you later change your patron, you immediately suffer the Wisdom loss.

If you take Shar back again as your patron deity, it is not regained.

SIGNATURE SPELL [GENERAL]

You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

Prerequisite: Spell Mastery.

Benefit: Each time you take this feat, choose a spell you have mastered with Spell Mastery.

You may now convert prepared arcane spells of that spell's level or higher into that signature spell, just as a good cleric spontaneously casts prepared spells as *cure* spells.

Special: You may gain this feat multiple times.

Each time you take the feat, it applies to a new mastered spell.

SILVER PALM [GENERAL]

Your culture is based on haggling and the art of the deal.

Regions: Amn, Dragon Coast, Great Dale, Impiltur, Moonsea, Sembia, the Shaar, Thesk, Vilhon Reach, gold dwarf, gray dwarf.

Benefit: You get a

+2 bonus on all Appraise and Bluff checks.

SMOOTH TALK [GENERAL]

Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.

Regions: Luiren, Silvery moon, Thesk, Waterdeep, gold dwarf, lightfoot halfling.

Benefit: You gain a +2 bonus on all Diplomacy and Sense Motive checks.

SNAKE BLOOD [GENERAL]

The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more—or less—than entirely human.

Regions: Chult, Tashalar, the Vilhon Reach (Hlondeth only).

Benefit: You get a +2 bonus on Fortitude saving throws against poison and a +1 bonus on all Reflex saving throws.

Special: You may only take this feat as a 1st-level character.

SPELLCASTING PRODIGY [GENERAL]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers. Wisdom for divine spellcasters.

Intelligence for wizards) as 2 points higher than its actual value.

If you have more than one spellcasting class, the bonus applies to only one of those classes.

Special: You may only take this feat as a 1st-level character.

If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), it applies to a different spellcasting class each time.

You can take this feat even if you don't have any spellcasting classes yet.

STEALTHY [GENERAL]

Your people are known for their stealthiness.

Region: Drow elf, half-orc, ghostwise halfling, lightfoot halfling, strongheart Halfling.

Benefit: You gain a +2 bonus on all Hide and Move Silently checks.

STREET SMART [GENERAL]

You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.

Regions: Amn, Calimshan, Chessenta, Moonsea, Lanther.

Benefit: You get a +2 bonus on all Bluff and Gather Information checks.

STRONG SOUL [GENERAL]

The souls of your people are hard to separate from their bodies.

Regions: Dalelands, Moonshaes, deep gnome, ghostwise halfling, lightfoot halfling, moon elf, rock gnome, strongheart halfling, sun elf, wild elf, wood elf.

Benefit: You get a +1 bonus on all Fortitude and Will saves and an additional +1 bonus on saving throws against energy draining and death effects.

SURVIVOR [GENERAL]

Your people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of the wilderness and surviving to tell the tale.

Regions: Anauroch, Chondalwood, Chult, Damara, Hordelands, Moonshaes, Narfell, the North, the Shaar, Rashemen, Silverymoon, Vaasa, Vilhon Reach, Western Heartlands, deep gnome, drow elf, lightfoot halfling, ghostwise halfling, shield dwarf, wild elf.

Benefit: You get a +1 bonus on Fortitude saves and a +1 bonus on all Wilderness Lore checks.

TATTOO FOCUS [SPECIAL]

You bear the powerful magic tattoos of a Red Wizard of Thay.

Prerequisite: Specialized in a school of magic.

Region: Thay.

Benefit: Add +1 to the DC for all saving throws against spells from your specialized school.

You get a +1 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance when casting spells from that school.

Special: Only characters with the Tattoo Focus feat can participate in Red Wizards' circles.

A character can only select this feat with the help of a Red Wizard who has the scribe tattoo ability.

TENACIOUS MAGIC [METAMAGIC]

You can use the Shadow Weave to make your spells harder for Weave users to dispel.

Any magic-wielding creature without the Shadow Weave Magic feat is considered a Weave user.

Prerequisite: Shadow Weave Magic.

Benefit: Your spells resist dispelling attempts by Weave users.

When a Weave caster makes a dispel check to dispel one of your spells (including using *dispel magic* to counterspell a spell you are casting), the DC is 15 + your caster level.

This benefit does not extend to spells you cast from the schools of Evocation or Transmutation. From now on your ability to dispel Weave magic is impaired.

When you make a dispel check to dispel a Weave spell (or use *dispel magic* to counterspell an opponent's spell), the DC is 13 + the opponent's caster level.

This penalty does not extend to Enchantment, Illusion, or Necromancy effects, which you can dispel normally.

THUG [GENERAL]

Your people know how to get the jump on the competition and push other people around.

While others debate, you act.

Regions: Calimshan, Dragon Coast, Moonsea, Nelanther Isles, Unther, the Vast, Vilhon Reach, Waterdeep.

Benefit: You get a +2 bonus on Initiative checks, and a +2 bonus on Intimidate checks.

THUNDER TWIN [GENERAL]

You are one of the dwarven generation of twins born after Moradin's Thunder Blessing in the Year of Thunder (1306 DR).

Regions: Gold dwarf, shield dwarf.

Benefit: You receive a +1 bonus on all Charisma-based checks.

You have a twin brother or sister (fraternal or identical). You may detect the direction of your twin if he or she is alive, on the same plane, and you succeed at an Intuit Direction check against DC 15 (or a Wisdom check if you do not have the skill).

A failure on this check gives no information.

You may retry once per round as a standard action.

Special: You may only take this feat as a 1st-level character.

TREETOPPER [GENERAL]

Your people are at home, in the trees and high places, daring falls that paralyze most other folk in abject terror.

Regions: Aglarond, Chondalwood, High Forest, ghostwise halfling, wild elf, wood elf.

Benefit: You get a +2 bonus on all Climb checks.

You do not lose your Dexterity bonus to Armor Class or give your attacker a +2 bonus when you are attacked while climbing.

TWIN SPELL [METAMAGIC]

You can cast a spell simultaneously with another spell just like it.

Prerequisite: Any other metamagic feat.

Benefit: Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the same spell two times on the same location or target.

Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells.

The target suffers all the effects of both spells individually and receives a saving throw for each.

In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned *charm person* (see Combining Magical Effects in Chapter 10 of the *Player's Handbook*), although any ally of the target would have to succeed at two dispel attempts in order to free the target from the charm.

As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling (for example, using an untwinned form of the spell doesn't negate just half of the twinned spell).

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

TWIN SWORD STYLE [FIGHTER, GENERAL]

You have mastered a style of defense that others find frustrating.

Prerequisite: Two-Weapon Fighting.

Regions: Sembia, Waterdeep, drow elf.

Benefit: When fighting with two swords (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 armor bonus to your Armor Class against attacks from that opponent. This armor bonus stacks with the armor bonus from armor and shield.

You can select a new melee opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose this bonus.

The benefits of this feat apply only if you are proficient with the weapons you are using.

FROSTBURN (3.5)

MAIN SECTION FEATS

ALTITUDE ADAPTATION [GENERAL]

Your body adapts quickly to changes in altitude, preventing you from suffering as much from altitude sickness.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a +4 bonus on all Fortitude saving throws to avoid the effects of altitude.

Additionally, when you determine what effect the altitude has on you, you apply the effect for the next lower category of altitude than the category you are actually in.

After you spend a week at a specific altitude, you become acclimated to that altitude and all lower altitudes, and no longer have to make Fortitude saving throws for each 6-hour period to avoid altitude sickness.

If you travel to a lower altitude and remain there for a week, you lose your acclimation to the higher altitude and must reacclimatize, although you always retain the other benefits granted by this feat.

Special: This feat grants a +2 bonus on all Survival checks made in high altitude (above 5,000 feet) areas.

ARCTIC PRIEST [GENERAL]

You can swap out prepared spells to cast spells to aid in exploring and surviving in frostfell areas.

Prerequisite: Access to Cold or Winter cleric domain.

Benefit: You can channel stored spell energy into spells that aid in exploring and surviving in the frostfell, even if you did not prepare these spells ahead of time.

You can "lose" any prepared spell that is not a domain spell in order to cast any of the spells that appear on the list below, as long as the spell to be cast is of an equal or lower level to the one you lose.

Spells you can spontaneously cast when using this feat include: *control weather*, *create food and water*, *endure elements*, *heroes' feast*, *hibernate*, *protection from energy*, and *resist energy*.

BECKON THE FROZEN [GENERAL]

Creatures you summon are infused with cold energy and have the cold subtype.

Prerequisite: Augment Summoning, Spell Focus (conjunction).

Benefit: When you summon a creature or creatures using any summon spell, you can opt to summon a version of the creature from an extraplanar frostfell.

If you do so, the summoned creature gains the cold subtype, and its natural attacks deal an additional 1d6 points of cold damage.

Creatures with the fire subtype can never be enhanced with the cold subtype in this manner.

CHOSEN OF IBORIGHU [GENERAL]

Your skin has a noticeable blue tint and your left eye is pale blue (your right eye is some other color); these features identify you as an ally to the church of Iborighu and grant you supernatural qualities.

Prerequisite: Patron deity must be Iborighu.

Benefit: Your left eye radiates faint evocation magic if it is viewed with a *detect magic* spell, and faint evil if viewed with a *detect evil* spell.

Cleric is now a favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

Once per day, you can cause one creature within 30 feet that meets your gaze to become overwhelmed with a wave of supernatural cold.

The target can resist the effects of this attack with a successful Fortitude save (DC 10 + 1/2 your character level + your Charisma modifier), otherwise it causes cold damage equal to your Charisma modifier + 3 (minimum 1 point of damage) and causes the victim to become fatigued.

If you use this attack against someone who is fatigued, they instead become exhausted.

Using this supernatural ability is a standard action that does not provoke attacks of opportunity.

Special: If you ever lose favor with Iborighu, or change your patron deity to another deity, you lose all benefits of this feat but your unusual skin color and eye color remain. You do not gain a replacement feat.

If you later return to Iborighu's faithful and receive an *atonement* spell, you regain the benefits of the feat.

COLD ENDURANCE [GENERAL]

Either because of growing up in a frostfell or training your body and mind to ignore the biting effect of cold, you can exist with ease in low-temperature environments.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You can exist comfortably in conditions between 0° F and 90° F without having to make Fortitude saves (as described in *Cold Dangers*, page 8).

You also gain a +2 bonus on saving throws against cold effects.

Cold Endurance doesn't provide any level of resistance to cold damage.

COLD FOCUS [GENERAL]

Your cold spells are more potent than normal.

Benefit: Add +1 to the DC for all saving throws against spells you cast with the cold descriptor.

This bonus stacks with similar bonuses, such as those granted by Spell Focus and Greater Spell Focus.

COLD SPELL SPECIALIZATION [GENERAL]

You do additional damage with cold spells.

Prerequisite: Con 13, Snowcasting, Frozen Magic.

Benefit: In cold areas (temperature at or below 40° F), you gain a +1 bonus per die to any dice rolled to determine damage caused by cold spells you cast.

For example, if an 11th-level wizard with this feat casts a *cone of cold* in a cold area, the spell does 11d6+11 points of damage.

In areas of extreme cold (below -20° F), the damage bonus increases to +2 per die.

CRAFT SKULL TALISMAN [ITEM CREATION]

You can create skull talismans, which carry spells within themselves (for more information on skull talismans, see page 112).

Prerequisite: Caster level 6th.

Benefit: You can create a skull talisman of any spell you know and that targets one or more creatures.

Crafting a skull talisman takes one day.

When you create a skull talisman, you set the caster level.

The caster level must be sufficient to cast the spell in question and no higher than your own level.

The base price of a skull talisman is its spell level × its caster level × 100 gp.

To craft the talisman, you must spend 1/25 of this base price in XP and use up raw materials (mostly comprised of the rare metallic inks needed to inscribe the runes of power on the skull) costing one-half this base price.

When you create a skull talisman, you make any choices that you would normally make when casting the spell.

Whoever destroys the skull is the target of the spell.

Any skull talisman that stores a spell with a costly material component or a XP cost also carries a commensurate cost.

In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the skull talisman.

The skull to be used to create a skull talisman must be from a creature of at least Small size.

A Small creature's skull can store a spell of up to 3rd level.

A Medium creature's skull can store a spell of up to 6th level.

A Large creature's skull can store a spell of up to 9th level.

The art of crafting skull talismans was perfected by neanderthal druids, but any spellcaster can learn the art of making these devices.

Many view the act of creating or using a skull talisman as a distasteful activity, but neither in and of itself is it an evil act.

FAITH IN THE FROST [GENERAL]

You channel frozen energies from your deity when you turn or rebuke creatures.

Prerequisite: Ability to turn or rebuke creatures, access to Cold or Winter cleric domain.

Benefit: When you successfully turn or rebuke a creature, it takes cold damage equal to your Charisma modifier as blasts of ice and cold energy tear through its body.

FROSTFELL PRODIGY [GENERAL]

You gain additional bonus spells in cold regions.

Prerequisite: Con 13, Snowcasting, Frozen Magic, Cold Focus.

Benefit: In cold areas (temperature at or below 40° F), the ability score used to determine how many bonus spells you may prepare or cast is treated as if it were 2 higher than its actual score.

If you enter an area with a warmer temperature and remain in this area for longer than 1 minute, the bonus spells granted by this feat are lost until you can regain them. In areas of extreme cold (below -20°F), the ability score is treated as if it were 4 higher than its actual score for purposes of determining how many bonus spells you can prepare or cast.

FROZEN BERSERKER [GENERAL]

When you enter your barbarian rage, your body becomes infused with cold energy.

Prerequisite: Ability to rage.

Benefit: As long as you are under the effects of a barbarian rage, you gain the cold subtype. You gain immunity to cold, but have vulnerability to fire, which means you take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

FROZEN MAGIC [GENERAL]

Your cold spells are more powerful when you cast them in a cold region.

Prerequisite: Con 13, Snowcasting.

Benefit: In cold areas (temperature at or below 40°F), spells with the cold descriptor cast by you manifest at caster level +1.

In areas of extreme cold (below -20°F), cold spells cast by you manifest at caster level +2.

FROZEN WILD SHAPE [GENERAL]

You can assume the form of magical beasts with the cold subtype.

Prerequisite: Base Fortitude save bonus +6, wild shape ability.

Benefit: You may use your wild shape ability to assume the form of any magical beast with the cold subtype. Your new form must still fall within the size limitations of your wild shape ability. As with the standard wild shape ability, you do not gain any of the extraordinary special qualities or any supernatural abilities possessed by the new form, with the exception of the cold subtype.

This subtype grants you immunity to cold but vulnerability to fire, which means you take half again as much (+50%) damage as normal from fire while in a frozen wild shape, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Possible cold magical beasts from the *Monster Manual* include cryohydras (Huge wild shape required), frost worms (Huge wild shape required), and winter wolves. Possible cold magical beasts from *Monster Manual II* include frost salamanders.

Possible cold magical beasts from this book include brantas (Large wild shape required), ice toads (Large wild shape required), urskans (Large wild shape required), and tialusks (Huge wild shape required).

GREATER COLD FOCUS [GENERAL]

Your cold spells are now even more potent than before.

Prerequisite: Cold Focus.

Benefit: Add +1 to the DC for all saving throws against spells with the cold descriptor. This bonus stacks with similar bonuses, such as those from Cold Focus, Spell Focus, and Greater Spell Focus.

ICY CALLING [GENERAL]

Your summon spells work better in the frostfell if you summon native creatures.

Prerequisite: Con 13, Snowcasting.

Benefit: In cold areas (temperature at or below 40°F), creatures native to cold environments and creatures with the cold subtype summoned by you are more powerful and agile than normal.

The summoned creatures gain a +4 enhancement bonus to Strength and Dexterity for the duration of the spell that summoned them.

In areas of extreme cold (below -20°F), any summoned creature affected by this feat has maximum hit points when summoned.

ICE HARMONICS [GENERAL]

You can use your voice to shatter ice.

Prerequisite: Bardic music ability, Perform (sing) 6 ranks.

Benefit: By expending one of your daily uses of bardic music, you can cause any unattended nonmagical ice object or portion of ice to explode violently.

The target must be within 30 feet, and you must be able to sing in order to shatter the ice.

Any creature located in the 5-foot square in which you target with this ability takes piercing damage equal to $2d6 +$ your Charisma modifier.

Creatures made of ice that you specifically target with this effect take double damage.

IMPROVED COLD ENDURANCE [GENERAL]

Your training and natural hardiness have improved your natural resistance to cold temperatures.

Prerequisite: Base Fortitude save bonus +6, Cold Endurance.

Benefit: You gain resistance to cold 5.

If you already have resistance to cold, it increases by 5 (maximum resistance to cold 15).

Special: You can gain this feat multiple times; its effects stack.

You cannot have more than resistance to cold 15 as a result of taking this feat.

IMPROVED FROSTY TOUCH [GENERAL]

Your frosty touch causes more cold damage.

Prerequisite: Uldra.

Benefit: Your frosty touch ability now deals 2 points of cold damage.

Normal: Your frosty touch ability deals 1 point of cold damage.

MARK OF HLEID [GENERAL]

You bear a birthmark in the shape of the holy symbol of Hleid (a ragged white triangle with a vortex of blue flame in its center) somewhere on your body; this mark identifies

you as an ally of the church of Hleid and grants you supernatural qualities.

Prerequisite: Your patron deity must be Hleid.

Benefit: The actual birthmark itself radiates faint abjuration magic if it is viewed with a *detect magic* spell, and faint good if viewed with a *detect good* spell.

You are immune to the frost touch special attack of a rimefire eidolon.

Additionally, you can handle rimefire ice barehanded without taking any cold damage.

Cleric is now a favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

You gain a +2 sacred bonus to your Armor Class against evil-aligned creatures with the cold subtype.

Special: If you ever lose favor with Hleid, or change your patron deity to another deity, the mark of Hleid fades and you lose all benefits of this feat.

You do not gain a replacement feat.

If you later return to Hleid's faithful and receive an *atonement* spell, the mark reappears and you regain the benefits of the feat.

MOUNTAINEER [GENERAL]

You are a particularly gifted explorer and mountain climber.

Benefit: You get a +2 bonus on all Climb and Survival checks.

PIERCING COLD [METAMAGIC]

Your cold spells are so cold that they can damage creatures normally resistant or immune to cold.

Benefit: You can only apply this metamagic feat to spells with the cold descriptor.

Piercing cold spells are so horribly cold that they are capable of damaging creatures normally unharmed by or resistant to cold.

Piercing cold spells completely ignore any resistance to cold a creature possesses, bypassing this resistance and dealing damage to the target as if it did not possess any resistance to cold at all.

They are still entitled to whatever other defenses the attack allows (such as saving throws and spell resistance).

Creatures normally immune to cold can be damaged by piercing cold spells as well.

Piercing cold spells deal half damage to these creatures (or one-quarter on a successful saving throw).

For example, Mialea casts a piercing cold *cone of cold* at a night hag, a creature normally immune to cold.

She makes her level check to penetrate the night hag's spell resistance, but the night hag makes her Reflex save against the spell.

Mialea rolls the dice, and her *cone of cold* deals 42 points of cold damage; since the night hag made her save, the damage is halved to 21 points.

This damage is then halved again (since the night hag is normally immune to cold), and 10 points of cold damage are actually dealt to the night hag, who is both shocked and enraged at this unexpected turn of events.

Creatures with the cold subtype can tell that a piercing cold spell is colder than normal, but they remain undamaged by the attack.

Creatures with the fire subtype who are damaged by a piercing cold spell take double normal damage instead of the usual +50%.

A piercing cold spell uses up a spell slot one level higher than the spell's actual level.

PRIMEVAL WILD SHAPE [GENERAL]

Your wild shape forms are stronger than normal.

Prerequisite: Wild shape ability.

Benefit: When you assume a wild shape form, you can opt to cause the shape assumed to be a primeval form of the creature that existed in the ancient past during a vast ice age.

Doing so grants the new form a +2 racial bonus to Strength, a +2 bonus to its natural armor, and resistance to cold 10.

A primeval wild shape has a much shorter duration than normal, since the enhanced qualities of the new shape drain your supernatural energies much more quickly.

A primeval wild shape has a duration of 1 round per druid level (or per level of the class that granted you the wild shape ability) instead of the normal 1 hour per druid level.

PRIMITIVE CASTER [GENERAL]

You use screeches, wild gesticulations, and extra material components to give your spells additional power.

Benefit: This feat only functions when you cast a spell that does not already have a verbal, somatic, or material component.

For each component you voluntarily add, you increase the effective caster level of the spell by +1.

You can only add a component that's not already present in the spell.

For example, you can't add a somatic component to a *gaseous form* spell, because it already has one.

You could add a verbal component, however.

The verbal component you add consists of animalistic shouts, screams, and growls.

The DC of Listen checks to hear you cast a spell is -5 (before modifying for distance).

The somatic component is also more complex, so you must have two hands free to add a somatic component with this feat.

The extra material component you add with this feat must be a rare plant found in the frostfell, which requires a successful DC 15 Profession (herbalist) check to locate.

This feat originally appeared in *Races of Faerûn*.

SEA LEGS [GENERAL]

You are accustomed to the rolling motion on board a ship, and can use this motion to your advantage.

Benefit: As long as you are on board a ship, you get a +2 bonus on all Balance and Tumble checks, and a +1 bonus on Initiative checks.

SMITE FIERY FOE [GENERAL]

You can smite creatures with the fire subtype.

Prerequisite: Smite ability.

Benefit: Once per day, you may attempt to smite a creature with the fire subtype with a normal melee attack. When you activate this ability, your attack becomes infused with cold energy.

You add your Charisma modifier to your attack roll and deal 1 extra point of cold damage per character level. If you smite a creature that does not have the fire subtype, the blast of cold does not manifest and the smite attempt is used up for that day.

Remember that creatures with the fire subtype take half again as much (+50%) damage as normal from cold, including the additional damage dealt by this ability. You may swap out any daily uses of a smite ability gained by a character class or cleric domain to smite fiery foes instead.

SNOWCASTING [GENERAL]

You add ice or snow to your spell's components to make them more powerful.

Prerequisite: Con 13.

Benefit: If you add a handful of snow or ice as an additional material component to a spell when you cast it, the spell gains the cold descriptor.

This does not actually change the nature of the spell you cast; a *fireball* cast with this feat still deals fire damage, but since it also carries the cold descriptor, it can be augmented by a number of feats listed in this chapter, such as Cold Focus and Frozen Magic.

If you add a handful of snow or ice as an additional material component to a spell when you cast it and that spell already has the cold descriptor, you increase the effective level of the spell being cast by +1.

Adding this additional material component requires you to spend a move action immediately before the spell is cast to gather fresh snow or ice from the surrounding environment.

This snow or ice can be magically created by a conjuration spell, but no other ice manifested by a spell will do.

You may take no other action between gathering the snow or ice and casting the spell.

SNOWRUNNER [GENERAL]

You are particularly adept at moving through snow and over ice.

Prerequisite: Woodland stride ability.

Benefit: You can move through loose snow at full speed, as if you were moving across open terrain.

You are also skilled at moving across open ice, and gain a +5 competence bonus on Balance checks to avoid slipping when you move across icy surfaces.

SNOWFLAKE WARDANCE [GENERAL]

You have mastered the snowflake wardance, a mystical style of fighting with slashing weapons that allows you to leap and almost seem to float haphazardly across the battlefield like a whirling, razor-edged snowflake.

Prerequisite: Bardic music ability, Perform (dance) 6 ranks.

Benefit: By expending one of your daily uses of bardic music, you may perform a deadly style of combat known as the snowflake wardance.

Activating a snowflake wardance is a free action, and once activated, you add your Charisma modifier to your attack rolls with any slashing melee weapon you wield in one hand.

This bonus to hit stacks with any bonuses you get from a high Strength score (or Dexterity score, if you are using Weapon Finesse).

You cannot use this feat if you are carrying a shield, wearing medium or heavy armor, or carrying a medium or heavy load.

A snowflake wardance lasts for a number of rounds equal to your ranks in Perform (dance).

Performing a snowflake wardance is physically tiresome—when the snowflake wardance ends, you become fatigued for the next 10 minutes.

STORM MAGIC [GENERAL]

You gain a boost in spellcasting power during storms.

Benefit: All spells you cast while you are affected by a storm (either natural or magical) manifest at +1 caster level. For more information on storms, see page 94 of the *Dungeon Master's Guide*.

SUGLIIN MASTERY [GENERAL]

You are a master at fighting with the massive sugliin.

Prerequisite: Base attack bonus +5, Exotic Weapon Proficiency (sugliin).

Benefit: You can attack with a sugliin as if it were a normal weapon, either making a single attack as a standard action or a full attack as a full-round action.

Normal: Making a single attack with a sugliin is always a full-round action.

WINTER'S CHAMPION [GENERAL]

Your paladin spell list is enhanced.

Prerequisite: Paladin level 1st.

Benefit: When you gain this feat, you may add the 1st-, 2nd-, 3rd-, and 4th-level spells granted by the Cold and Winter domains as paladin spells of the same levels.

You do not gain the ability to cast spells of these domains of 5th level or higher, nor do you gain the granted powers of the domains.

Special: If you have any levels of cleric, these additional domains are not available to your cleric levels, since they are technically paladin spells in this case.

WINTER'S MOUNT [GENERAL]

Your special mount is native to the frostfell.

Prerequisite: Special mount ability.

Benefit: Your special mount gains the cold subtype. It gains immunity to cold, but has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Your special mount is also hardier than a nonfrostfell version; it gains a +2 racial bonus to Constitution.

GHOSTWALK (3.0)

MAIN SECTION FEATS

AGONY TOUCH [GHOST, CORRUPTER]

Choose one physical ability score (Strength, Dexterity, or Constitution).

When you touch a creature, you can deal damage to this ability score.

Prerequisites: Corrupting Touch, Cha 11.

Benefit: You can make a touch attack that deals 1d4 points of temporary ability damage to the selected ability score of a target.

When you are manifested fully or attacking incorporeal opponents, you add your Strength modifier to attack rolls. When you are incorporeal, you add your Dexterity modifier to attack rolls.

If the attack scores a critical hit, the damage is doubled (ghosts are not subject to critical hits).

CIRCLE MAGIC

The church of Galaedros has discovered the key to cooperative magic, which allows spellcasters to tie their powers together through their bond to the land and work more powerful spells than they could work as individuals. It is reputed that the church of Orcus is trying to develop its own form of circle magic, using frames of giant bones charged with negative energy, but it has so far been unsuccessful.

PARTICIPATION

To participate in circle magic, a person must have the Circle Magic feat (it doesn't matter if the participants are of different divine spellcasting classes, such as cleric, druid, and ranger). One participant stands at the center of the circle, usually the most powerful or experienced character present. The center character is known as the circle leader. A circle requires two to five participants plus the circle leader. All participants in a circle must stand within 10 feet of each other and must be in contact with natural earth or stone.

Circle Powers

The first use of circle magic is to empower the circle leader with the strength of all the participants. This requires 1 full hour of uninterrupted concentration on the part of all participants and the circle leader, during which time they attune themselves to each other through the conduit of the earth under their feet. Each participant casts any single prepared

Only one kind of damage or effect from the path of the corrupter applies from each attack.

You may use this attack once per day per character level. You do not have to use this ability when you touch another creature, and creatures that touch you do not take this ability damage.

Normal: A ghost's touch attack normally deals no damage.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a different ability score.

CIRCLE MAGIC [GENERAL]

You know how to use your connection to Galaedros the Wood God to channel magical power to another spellcaster of your faith.

Prerequisite: Divine spellcaster with Galaedros as a patron deity.

Benefit: You may participate in circle magic.

You gain a +2 bonus on Wilderness Lore checks.

spell, which is consumed by the circle and has no effect other than expending the prepared spell. The spell levels expended by the circle participants are totaled as circle bonus levels. Each bonus level may be used to accomplish the following effects.

1. Increase the circle leader's caster level by one for every bonus level expended (maximum caster level 20th).

2. Add Empower Spell, Maximize Spell, or Heighten Spell metamagic feats to spells currently prepared by the circle leader. Each bonus level counts as one additional spell level required by the application of a metamagic feat to a spell. The circle leader may add the feats listed to a spell even if he does not know the feat, or if the addition of the feat would raise the spell level past the highest level of spell the circle leader can normally cast (maximum spell level 10th).

These effects last for 24 hours or until expended. Circle bonus levels may be divided up as the circle leader sees fit. For example, Selorian Firesinger leads a circle in which four participants each cast 2nd-level spells. Selorian chooses to use three circle bonus levels to maximize his *flame strike* spell, and five to increase his caster level from 10th to 15th level for all level-based variables in his spells. The maximized spell is used up when he casts his *flame strike*, and the increased level effect remains for the next 24 hours. Many high-level spellcasters of Galaedros in Sura-Khiri lead circles on a daily basis to better defend their lands against the yuan-ti.

CONTROL VISAGE [GHOST, HAUNT]

Your ghost body is shaped as if you were alive and unharmed, and you can control what your ghost body appears to wear.

Benefit: When you return from death as a ghost, you look like a semitransparent version of your body in the peak of health.

As a supernatural ability, you may change your ghostly clothing, armor, weapons, and equipment as a standard

action as if using the *alter self* spell, but cannot change the actual appearance of your ghost body.

Thus, you could appear to wear a traveler's outfit, a cold weather outfit, or even a royal outfit.

You do not receive any of the penalties or bonuses on Charisma-based skill checks that a corpse-like ghost would take because of the means of its death.

You gain a +1 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks, and Charisma checks made to alter an NPC's attitude.

Normal: A ghost without this feat appears as she did at the moment of her death, with wounds and other trauma visible on her ghost body.
This affects creatures that see the ghost, as described in the Faces of Death sidebar (earlier in this chapter).

CORPSE MALEVOLENCE [GHOST, DOMINATOR]

You can possess and animate dead bodies.

Prerequisite: Ghost Ride.

Benefit: As Ghost Ride, except that you may possess a relatively intact corpse (sufficient to make a zombie). You may not possess corporeal undead with this ability. You use the corpse's physical ability scores, modified as follows: Str -2, Dex -4, Con — (the corpse has no Constitution score).

The corpse does not get a saving throw to resist your possession attempt unless it is being held by another creature.

You are still subject to the time limit of the Ghost Ride feat. Possessing a corpse allows you to use its natural abilities, but not any other abilities it had in life that required special knowledge or skill, including feats, skills, spells, or extraordinary, spell-like, or supernatural abilities. The body gains no benefit from any of its character levels (so possessing a human corpse results in a body with 1 Hit Die).

It has hit points equal to the average for a creature of its type, not including any Constitution bonus it may have had when alive.

You give the body a semblance of life, but it is not truly alive and continues to decay at a normal rate.

The body is not undead and does not use undead Hit Dice.

CORRUPT ARCANES STUDIES [GENERAL]

You have dabbled in strange magic that has increased your power but adversely affected your mind.

Prerequisites: Sorcerer or wizard level 3rd, nongood alignment.

Benefit: Add a +1 bonus to the DC for all sorcerer and wizard spells you cast.

You get a +1 bonus on all caster level checks to overcome spell resistance with your sorcerer and wizard spells.

Special: Your magical research has taken its toll on your mind.

When you acquire this feat, your Wisdom score is immediately reduced by 2 points.

Restorative spells (such as *restoration* or *greater restoration*) do not reverse this Wisdom loss.

Part of the damage to your mind has resulted in behavioral changes.

You develop a fixation for dressing in black and gray clothing.

If at least three-fourths of what you are clothed in is not black or gray, you lose the bonus to your DCs, but still suffer the reduction in Wisdom.

You are often plagued by horrible nightmares.

Every night, you must succeed on a Wisdom check (DC 10 + 1 per day since the last bout of nightmares) to stave off these dark visions.

If you fail this check, you are unable to prepare arcane spells for 24 hours.

CORRUPTING TOUCH [GHOST, CORRUPTER]

Your touch can damage creatures.

Benefit: You can make a touch attack that deals 1d4 points of damage to a creature.

When you are manifested fully or attacking incorporeal opponents, you add your Strength modifier to attack rolls. When you are incorporeal, you add your Dexterity modifier to attack rolls.

If the attack scores a critical hit, the damage is doubled (ghosts are not subject to critical hits).

You do not have to use this ability when you touch another creature, and creatures that touch you do not take this damage.

Normal: A ghost's touch attack normally deals no damage.

DANCING BLADE [FIGHTER]

You have an energetic fighting style modeled after traditional Salkirian dancing.

Prerequisites: Proficient in rapier, Perform (dance) 1 rank, base attack bonus +1.

Benefit: When fighting with a rapier with the full attack action, you gain a +1 bonus on attack rolls with that weapon.

DIEHARD [GENERAL]

You can remain conscious after attacks that would fell others.

Prerequisites: Raised among the barbarians of Bazareene, Endurance.

Benefit: If reduced to -1 to -9 hit points, you may remain conscious and take a single action each round.

You may roll each round to stabilize, and if you fail that roll, you lose 1 hit point.

If you reach -10 or fewer hit points, you die.

If you become stabilized, you are disabled until you are raised above 0 hit points.

Normal: A character without this feat is unconscious and dying at -1 to -9 hit points.

DIVINE ENERGY FOCUS [GENERAL]

You have a gift for channeling positive or negative energy.

Prerequisites: Ability to turn or rebuke undead, Cha 13.

Benefit: You gain a +2 bonus on turning checks and turning damage rolls.

Treat your cleric level as two higher than normal for the purpose of determining if you destroy or command undead rather than just turning or rebuking them.

ECTOPLASM [GHOST, SHAPER]

You can create ectoplasm, a gooey physical manifestation of base supernatural spiritual energy.

Benefit: As a standard action, you can create enough ectoplasm to fill a human's cupped hands (approximately 1 pound, sufficient to coat a 5-foot-square area with a film).

You may manifest this ectoplasm from your hands, eyes, mouth, or any other part of your body.

Its color may be pale gray, light blue, light green, or pale yellow.

Ectoplasm is *ghost touch* material and is either sticky or slippery at its creator's discretion.

Ectoplasm decays into nothingness after 10 minutes.

Special: A character with the Ectoplasm feat does not take the normal -5 penalty on Wilderness Lore checks when trying to track a manifested ghost.

A character with sticky ectoplasm on her hands and feet gains a +2 circumstance bonus on Climb checks (this bonus does not stack with similar circumstance bonuses to climbing, such as from a climber's kit).

A character covered in slippery ectoplasm (10 pounds for a Medium-sized creature, 5 pounds for a Small creature) gains a +4 circumstance bonus on Escape Artist checks.

A character with this feat gains a +2 circumstance bonus on Heal checks made to treat ghosts.

A character with slippery ectoplasm on her feet gains a +2 circumstance bonus on Move Silently checks.

If she moves more than half her speed in a round, she must succeed on a Balance check (DC 10) in each round of movement or fall.

If she moves more than her speed in a single round, the DC for the Balance check increases to 15.

If sticky ectoplasm is placed on a weapon, the weapon is treated as a *ghost touch* weapon, but it deals only half damage.

Special properties on a weapon that create energy (such as *flaming*, *frost*, or *shock*) destroy a coating of ectoplasm in 1d4 rounds.

EDUCATION [GENERAL]

Some lands hold the pen in higher regard than the sword. In your youth, you received the benefit of several years of more or less formal schooling.

Prerequisite: Raised in Tereppek.

Benefit: All Knowledge skills are class skills for you.

You get a +1 bonus on all skill checks with any two Knowledge skills of your choosing.

Special: You may take this feat only as a 1st-level character.

EMPOWER TURNING [GENERAL]

You can turn or rebuke more undead with a single turning attempt.

Prerequisites: Ability to turn or rebuke undead, Cha 13, Extra Turning.

Benefit: You can turn or rebuke more undead than usual, but you have a harder time affecting undead with a larger number of Hit Dice.

If you take a -2 penalty on your turning check, you can add +2d6 to your turning damage roll.

This feat first appeared in *Defenders of the Faith*.

ENERVATING TOUCH [GHOST, CORRUPTER]

Your touch can bestow negative levels upon creatures.

Prerequisites: Corrupting Touch, nongood alignment, Cha 15.

Benefit: You can make a touch attack that bestows one negative level upon a creature.

When you are manifested fully or attacking incorporeal opponents, you add your Strength modifier to attack rolls.

When you are incorporeal, you add your Dexterity modifier to attack rolls.

If the attack scores a critical hit, the number of negative levels is doubled (ghosts are not subject to critical hits).

Bestowing negative levels does not heal you.

Only one kind of damage or effect from the path of the corrupter applies from each attack.

Negative levels remain until 24 hours have passed or until removed with a spell such as *restoration*.

At that time, the afflicted opponent must attempt a Fortitude save (DC 10 + 1/2 your HD + your Cha modifier).

On a success, the negative level goes away with no harm to the creature.

On a failure, the negative level goes away, but the creature's level is also reduced by one.

A separate saving throw is required for each negative level.

You do not have to use this ability when you touch another creature, and creatures that touch you do not gain negative levels.

Normal: A ghost's touch attack normally deals no damage.

ETHEREAL SIDESTEP [GHOST, TRAVELER]

You can teleport yourself a short distance.

Prerequisites: Incorporeal Form, Wis 11.

Benefit: As a standard action, you can transfer yourself up to 30 feet from your current position, as the spell *dimension door*.

EXPANDED POSSESSION [GHOST, DOMINATOR]

You can ride or possess an additional type of creature.

Prerequisite: Ghost Ride.

Benefit: Choose one type of creature, such as giants.

You may use any feat from the path of the dominator on that sort of creature as if it were a creature of your own type.

For example, a human who selected this feat and chose giants would be able to use Ghost Ride on humanoids or giants.

Choosing a creature type that is not affected by mind-affecting abilities (such as constructs, oozes, and undead) has no effect.

Special: You can gain this feat multiple times.

Each time, you choose a new type of creature to be affected.

EXTRA FAVORED ENEMY [GENERAL]

You select an additional favored enemy.

Prerequisites: Base attack bonus +5, favored enemy.

Benefit: You add a new favored enemy to your list of foes (see Table 3-14: Ranger Favored Enemies in the *Player's Handbook*).

Initially, you gain the standard +1 bonus on certain skill checks and on damage rolls against this new favored enemy.

When you advance beyond the level at which you gained Extra Favored Enemy, this bonus increases as other favored enemy bonuses do (by +1 at 5th, 10th, 15th, and 20th ranger level).

For example, suppose you select goblinoids as your first favored enemy when you are a 1st-level ranger and magical beasts as your second when you reach 5th level. Then you take Extra Favored Enemy as your feat at 6th level and select aberrations.

At this point, you have a +2 bonus against goblinoids and a +1 bonus against both magical beasts and aberrations.

When you reach 10th level, your bonuses rise to +3 against goblinoids and +2 against magical beasts and aberrations.

This feat first appeared in *Masters of the Wild*.

EXTRA SLOT [GENERAL]

You can cast an extra spell.

Prerequisite: Spellcaster level 4th.

Benefit: You gain one extra spell slot in your daily allotment.

This extra slot is one level lower than the highest-level spell you can cast.

For example, a 6th-level sorcerer gains an extra 2nd-level slot.

Once selected, the extra spell slot never changes level.

For example, once the 6th-level sorcerer above becomes a 10th-level sorcerer, this feat still gives him an extra 2nd-level slot (because the feat was taken at 6th level), not a 4th-level slot (one lower than his current highest level spell).

If you have more than one spellcasting class, the extra slot only applies to one of those classes.

Special: You can gain this feat multiple times.

Each time, you gain an extra spell slot at one level lower than the highest-level spell you can cast.

This feat first appeared in *Tome and Blood*.

EXTRA WILD SHAPE [GENERAL]

You can use wild shape more frequently than you normally could.

Prerequisite: Ability to use wild shape.

Benefit: You can use wild shape two more times per day than you otherwise could.

If you are able to wild shape into an elemental, you also gain one additional elemental wild shape use per day.

Special: You can take this feat multiple times, gaining two additional regular wild shapes and one additional elemental wild shape (if you have this capability) each time.

This feat first appeared in *Masters of the Wild*.

FADE [GHOST, HAUNT]

You can make your ghost body more diaphanous and difficult to detect.

Benefit: As a standard action, you can increase your racial bonus on Hide checks from being a ghost to +8 for 1 minute.

FAST WILD SHAPE [SPECIAL]

You can assume your wild shape faster and more easily than you otherwise could.

Prerequisites: Dex 13, ability to wild shape into a dire animal.

Benefit: You gain the ability to wild shape as a move-equivalent action.

Normal: A druid can use wild shape as a standard action. This feat first appeared in *Masters of the Wild*.

FOE HUNTER [FIGHTER, GENERAL]

You have been trained in the methods of fighting various kinds of yuan-ti.

Benefit: When fighting yuan-ti, you gain a +1 competence bonus on damage rolls for melee attacks and on ranged attacks at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using.

This benefit does not stack with the Improved Critical feat. A variation of this feat first appeared in the FORGOTTEN REALMS® Campaign Setting.

FORCEFUL STAFF STYLE [FIGHTER, GENERAL]

You can stun people with your quarterstaff and push them around after you stun them.

Prerequisites: Improved Unarmed Strike, Weapon Focus (quarterstaff).

Benefit: You may use your quarterstaff to perform your stunning attack.

If you succeed in stunning your opponent with a quarterstaff attack, you may immediately perform a bull rush against that opponent as if you had not used your melee attack to hit the opponent with your staff.

If you have multiple attacks, you may attack before and after the bull rush, as long as you did not move more than 5 feet.

If you move more than 5 feet in a round, you cannot follow up an attack with a bull rush in this manner.

For example, Jelana of Kreel is an 8th-level monk who gets two attacks at base attack bonuses of +6 and +1.

In the current round, she attempts to make a stunning attack with her quarterstaff.

She succeeds and the opponent is stunned, so she can immediately attempt a bull rush against the stunned opponent.

If she moves only the initial 5 feet, she may still use her second attack at a base attack bonus of +1 against the stunned opponent or anyone in her new threatened area.

Normal: See Bull Rush in Chapter 8 of the *Player's Handbook*.

FREEZING TOUCH [GHOST, CORRUPTER]

Your touch is supernaturally cold.

Prerequisite: Corrupting Touch.

Benefit: You can make a touch attack that deals 1d6 points of cold damage.

When you are manifested fully or attacking incorporeal opponents, you add your Strength modifier to attack rolls.

When you are incorporeal, you add your Dexterity modifier to attack rolls.

If the attack scores a critical hit, the damage is doubled (ghosts are not subject to critical hits).

Only one kind of damage or effect from the path of the corrupter applies from each attack.

You do not have to use this ability when you touch another creature, and creatures that touch you do not take this damage.

Normal: A ghost's touch attack normally deals no damage.

FRIGHTFUL MOAN [GHOST, HAUNT]

You can unleash a moan that panics creatures near you.

Prerequisites: Haunting Appearance, Cha 15.

Benefit: As a standard action, you can moan in a frightful manner.

All creatures within a 30-foot radius must succeed on a Will saving throw (DC 10 + 1/2 your HD + your Cha modifier) or become panicked for 2d4 rounds.

This is a sonic, necromantic, mind-affecting, *fear* effect.

A creature that successfully saves against your frightful moan cannot be affected by it for one day.

Each time you use this ability, you deal 2 points of Charisma damage to yourself.

FRIGHTFUL PRESENCE [GHOST, HAUNT]

Your very presence can cause others to be stricken with fear.

Prerequisites: Haunting Appearance, Frightful Moan, Cha 15.

Benefit: You gain frightful presence as an extraordinary ability.

You can activate the ability as a free action whenever you attack, charge, or fly overhead.

Creatures with fewer Hit Dice than you that are within a radius of 30 feet are subject to your frightful presence and must succeed on a Will saving throw (DC 10 + 1/2 your HD + your Cha modifier).

Creatures with less than half your Hit Dice that fail are panicked for 2d4 rounds, and those with more than half your Hit Dice that fail are shaken for 2d4 rounds.

This is a mind-affecting, *fear* effect.

A creature that successfully saves against your frightful presence cannot be affected by it for one day.

Each time you use this ability, you deal 2 points of Charisma damage to yourself.

FULL MANIFESTATION [GHOST, TRAVELER]

You can manifest fully when you would otherwise be forced to be incorporeal.

Benefit: When incorporeal, as a standard action you can make a Will saving throw (DC 15) to manifest fully for 1 round.

Normal: A ghost without this feat cannot manifest fully outside the Manifest Ward without magical aid.

GHOST FLIGHT [GHOST, TRAVELER]

Your fully manifested ghost body can fly.

Prerequisite: Ghost Glide.

Benefit: You can fly at your normal land speed with good maneuverability, whether you are incorporeal or manifested fully.

You cannot use the run action when you fly.

GHOST GLIDE [GHOST, TRAVELER]

Your fully manifested ghost body can slowly fly.

Benefit: You gain a fly speed of 5 feet (good).

You cannot use the run action when you fly.

Normal: A ghost without this feat is confined to the forms of movement available to corporeal creatures.

GHOST HEALING [GHOST, SHAPER]

You can transfer some of your own ectoplasm to another ghost to heal it.

Prerequisite: Ectoplasm.

Benefit: As a standard action, you may sacrifice any number of your own current hit points in order to heal any ghost you are touching a like amount of hit points.

You cannot sacrifice more than your current hit points +10, which is enough to kill you.

GHOST HAND [GHOST, POLTERGEIST]

You can move small objects in a limited manner when you are a ghost.

Benefit: You can exert force upon an unattended object as if using the *mage hand* spell, except that the range of this ability is touch, and it does not require concentration.

You can hold or move only one object at a time.

Holding an item does not take an action.

Normal: Without this feat, an incorporeal ghost can move only other incorporeal creatures or *ghost touch* items.

GHOST RIDE [GHOST, DOMINATOR]

You can hide within the physical body of a living creature, perceiving the world through its senses, but without the ability to control the host.

Benefit: As a standard action, you can attempt to inhabit the physical body of a living creature.

You must enter your target's space, which provokes an attack of opportunity from the target.

The target may resist with a Will saving throw (DC 10 + 1/2 your HD + your Cha modifier).

A creature that saves against this ability is immune to your attempts to use any feat on the path of the dominator for one day.

If the save is failed, your ghost body and any *ghost touch* equipment you carry vanishes into the target's physical body (non-*ghost touch* items you carry drop to the ground in the target's square).

The target gets another Will saving throw every 10 minutes to force you out of its body, causing your ghost body to appear in an adjacent space to your target.

This is a mind-affecting ability.

You may use this ability a number of times per day equal to your Charisma modifier (minimum 1).

Unlike *magic jar*, you do not control the target, but simply ride along in the target's body.

You see, hear, smell, feel, and taste what the subject does.

You may remain within a host for a number of minutes equal to 10 × your Hit Dice, after which you are expelled automatically.

When you leave a body, any *ghost touch* equipment you were carrying with you at the start of the possession reforms with your ghost body.

You may use this feat only on creatures of the same type as you (humanoids may ride only humanoids, for example).

GHOST SMITING [GENERAL]

You can use your smite ability (smite evil for a paladin, smite undead for a Deathwarden chanter, and so on) to smite ghosts.

Prerequisites: Wis 13, smite ability.

Benefit: You may use your smite ability to smite ghosts. All normal rules for your smite ability apply, except that you may use the smite on ghosts as well as on your original sort of smite target, whether or not the ghost would normally qualify for your smite (a paladin could use her smite evil ability to smite a neutral or good ghost, for example).

GHOST-TOUCH SPELL [METAMAGIC]

You know how to tune your damaging spells to affect ghosts without harming other creatures.

Benefit: A ghost-touch spell affects only ghosts and does no damage to other creatures. Ghosts are affected whether incorporeal or manifested fully and do not have the benefit of their incorporeal miss chance.

This metamagic feat works only on spells that deal damage. For example, a ghost-touch *fireball* cast by a 5th-level wizard deals 5d6 points of fire damage to ghosts, but is harmless to any other creatures in the area.

Damaging spells with additional effects not related to damage (such as the ability of a *wall of ice* to function as a barrier) still affect nonghosts (but if a nonghost passed through an opening in the *wall of ice*, he would not take any damage from the spell).

A ghost-touch spell takes up a slot of the same level as the spell's actual level.

GIFT OF TONGUES [GENERAL]

You have an intuitive talent for learning languages.

Prerequisite: Raised in Tereppek.

Benefit: Your Intelligence is 4 points higher for the purpose of determining how many bonus languages you may start with.

Speak Language is always a class skill for you.

You gain a +1 bonus on all Innuendo and Sense Motive checks.

Special: You may take this feat only as a 1st-level character.

GRAND MALEVOLENCE [GHOST, DOMINATOR]

You can possess multiple creatures and control their actions.

Prerequisites: Ghost Ride, Iron Will, Minor Malevolence, Malevolence, Cha 17.

Benefit: As the Malevolence feat, except that you can possess a number of creatures equal to your Charisma bonus.

Each possession attempt takes a standard action, requires you to move into the target's square (drawing an attack of opportunity), and affects one creature.

You may divide your actions among your hosts in any way you see fit.

Distance is not a factor.

For example, if you are possessing a dwarf, an elf, and a human, you could have the dwarf reload his crossbow (a move-equivalent action), have the elf cast a *sleep* spell (a standard action), and have the human take a 5-foot step. Alternatively, you could have the dwarf take a 5-foot step and the elf cast *summon monster I* (a full-round action), leaving the human with no actions for the round.

Since relaxing control on a host is a free action, you can allow any or all of your hosts to act normally in the same round without penalty.

When you leave your last possessed host, your *ghost touch* equipment reappears with your reformed ghost body.

A creature that saves against this ability is immune to your attempts to use any feat on the path of the dominator for one day.

GREATER WITCHLIGHT [GHOST, SHAPER]

Your witchlight can last longer, become hotter, or give off more light.

Prerequisites: Ectoplasm, Witchlight.

Benefit: Your witchlight can have any one of the following effects.

Each invocation of Witchlight may have a different effect, and over the course of 4 rounds, you can create three different types of witchlight, each with a different effect (it is not possible to add another effect to existing witchlight or change the effect once it is started).

Extended Witchlight: Your witchlight lasts as long as you concentrate + 10 minutes.

Hot Witchlight: Your witchlight deals 1d6 points of fire damage every round to the target.

The target can attempt to extinguish the flames in the same manner as extinguishing burning alchemist's fire.

Bright Witchlight: Your witchlight sheds light as a torch.

GREEN BOND [GENERAL]

You have an empathic bond with one of the spirit trees around Manifest.

Prerequisites: Wis 11, permission of a spirit tree.

Benefit: You gain a +2 bonus on all Knowledge (nature) and Wilderness Lore checks when within the Spirit Wood. Your bonded spirit tree can communicate with you telepathically at a range of 1 mile.

This contact can be initiated only by your bonded tree; you cannot send messages unless you have been contacted first by your bonded tree and it is maintaining the telepathic link.

Special: You may take this feat multiple times. Its effects do not stack.

Each time you take this feat, you become bonded to another spirit tree.

Most spirit trees prefer that their guardians are bonded to only one tree at a time, but there are exceptions.

If your bonded spirit tree is killed, you lose all benefits of this feat until you bond with another tree.

HAUNTING APPEARANCE [GHOST, HAUNT]

You can make your ghost body assume a terrifying appearance that can frighten observers.

Prerequisites: Control Visage, Improved Control Visage, Cha 11.

Benefit: As a standard action, you can momentarily warp your appearance to such a horrible extent that one creature within 30 feet that can see you must succeed on a Will saving throw (DC 10 + 1/2 your HD + your Cha modifier) or be affected as by a *cause fear* spell.

A creature that succeeds on the save cannot be affected by your haunting appearance for one day.

This is a necromantic, mind-affecting, *fear* ability. Each time you use this ability, you deal 2 points of Charisma damage to yourself.

Normal: A ghost without this feat appears as she did at the moment of her death, with wounds and other trauma visible on her ghost body. This affects creatures that see the ghost, as described in the Faces of Death sidebar (earlier in this chapter).

HAUNTING VOICE [GHOST, HAUNT]

You can make your voice originate from another location.

Benefit: You can cause the sound of your voice to originate from any point you can see within 100 feet. While using this ability, all speech and other vocalizations originate from this other location.

You cannot use this ability in conjunction with any magical ability that relies on sound, such as bardic music or a *shout* spell.

Using this ability requires concentration.

HEIGHTEN TURNING [GENERAL]

You can affect more powerful undead with your turning or rebuking attempts.

Prerequisites: Cha 13, Extra Turning.

Benefit: When you turn or rebuke undead, you may choose a number no higher than your cleric level. Add that number to your turning check result and subtract it from your turning damage roll.

If you're not a cleric, you may choose a number no higher than your effective cleric level (for instance, a paladin could choose a number up to two lower than her paladin level). If a prestige class increases your effective turning level, use your effective turning level.

This feat first appeared in *Defenders of the Faith*.

HORRIFIC APPEARANCE [GHOST, HAUNT]

You can blast creatures with your simple appearance.

Prerequisites: Control Visage, Haunting Appearance, Improved Control Visage, nongood alignment, Cha 17.

Benefit: As a standard action, you may assume a horrific appearance for 1 round that affects any creatures within 60 feet that view you.

These creatures must succeed on a Fortitude save (DC 10 + 1/2 your HD + your Cha modifier) or take 1d4 points of Strength, 1d4 points of Dexterity, and 1d4 points of Constitution damage.

A creature that successfully saves against your horrific appearance cannot be affected by it for one day.

Each time you use this ability, you deal 2 points of Charisma damage to yourself.

IMPROVED CONTROL VISAGE [GHOST, HAUNT]

You can change your ghost form's appearance.

Prerequisites: Control Visage, Cha 11.

Benefit: You can change the appearance of your ghost body, clothing, armor, weapons, and equipment as a standard action as if using the *alter self* spell, although the changes are purely cosmetic and do not grant you any additional abilities (such as flight if you create wings).

Thus, you could make yourself look like a hobgoblin ghost, an elf ghost, fat, thin, short, tall, and so on, although you still appear semitransparent.

IMPROVED DEFLECTION [GHOST, POLTERGEIST]

You are adept at deflecting things before they strike you.

Prerequisite: Ghost Hand.

Benefit: Your incorporeal deflection bonus increases by 1.

You cannot use this feat to increase the effect of a deflection bonus gained from a magic item or spell; it applies only to the deflection bonus derived from your Charisma score because you are a ghost.

Special: You may take this feat multiple times. Its effects stack.

When you are forced to manifest fully, this feat applies to the natural armor bonus granted by your Charisma (see Monster Abilities, later in this chapter).

IMPROVED GHOST FLIGHT [GHOST, TRAVELER]

Your ghost body can fly rapidly.

Prerequisites: Ghost Glide, Ghost Flight.

Benefit: Your ghost fly speed increases by 10 feet, and you can use the run action when you fly.

IMPROVED POLTERGEIST HAND [GHOST, POLTERGEIST]

You can move a large object at a distance when you are a ghost.

Prerequisites: Ghost Hand, Poltergeist Hand, Cha 13.

Benefit: You can move a single object as if using the sustained force version of the *telekinesis* spell, except that it lasts as long as you concentrate.

Your caster level is equal to your Hit Dice.

A creature can resist being moved with a successful Will saving throw (DC 10 + 1/2 your HD + your Cha modifier).

IMPROVED TURN RESISTANCE [GENERAL]

You are better able to resist the channeling of positive or negative energy by clerics and similar classes.

Prerequisite: Undead.

Benefit: You gain turn resistance +2.

If you already have turn resistance, your turn resistance increases by 2.

Special: You may take this feat multiple times. Its effects stack.

Each time you take it, your turn resistance increases by 2.

INCORPOREAL FORM [GHOST, TRAVELER]

You can become incorporeal even when you would otherwise be forced to manifest fully.

Benefit: When manifested fully, as a standard action, you can make a Will saving throw (DC 15) to become incorporeal for 1 round.

If you revert to being manifested fully while inside a material object (such as a solid wall), you are shunted off to

the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Normal: A ghost without this feat is normally incorporeal, but is manifested fully within the borders of the Manifest Ward and cannot overcome the effect without magic.

INCORPOREAL SPELL TARGETING [GENERAL]

You know how to cast your spells so they're more likely to affect incorporeal creatures.

Benefit: Every time a spell, spell-like ability, or supernatural ability fails to affect an incorporeal creature because of its incorporeal miss chance, you can reroll your miss chance percentile roll one time to see if you actually affect it.

If multiple incorporeal creatures are to be affected by the magical effect, you can reroll each creature's miss chance once.

INCORPOREAL TARGET FIGHTING [FIGHTER, GENERAL]

You know how to fight incorporeal creatures in melee.

Benefit: In melee, every time you miss because of a creature's incorporeal miss chance, you can reroll your miss chance percentile roll one time to see if you actually hit.

KIHU-SHEREM GUARDIAN [GENERAL]

You are one of the Kihu-Sherem, magically altered in the womb to allow you to better protect the ruling sorcerers of your homeland.

Prerequisite: Male human member of a Bazareene noble family.

Benefit: For the purpose of determining the effects and DCs of your monk special abilities, treat your Wisdom as 2 points higher than its actual value.

Your eyes are a strong, clear green, showing your magical heritage.

Special: You may take this feat only as a 1st-level character.

You can take this feat even if you don't have any levels in the monk class.

MALEVOLENCE [GHOST, DOMINATOR]

You can possess a creature and control its actions.

Prerequisites: Ghost Ride, Iron Will, Minor Malevolence, Cha 15.

Benefit: As the Minor Malevolence feat, except the maximum duration is a number of hours equal to your Hit Dice.

A creature that saves against this ability is immune to your attempts to use any feat on the path of the dominator for one day.

Each time you use this ability, you deal 2 points of Charisma damage to yourself.

MILITIA [GENERAL]

You served in a local militia, training with weapons suitable for use on a battlefield.

Prerequisite: Raised in Bazareene.

Benefit: You get proficiency with the light crossbow and either the short sword or the handaxe.

A version of this feat first appeared in the FORGOTTEN REALMS Campaign Setting.

MINOR MALEVOLENCE [GHOST, DOMINATOR]

You can possess a creature for a short while and control its actions.

Prerequisites: Ghost Ride, Iron Will, Cha 13.

Benefit: As the Ghost Ride feat, except that you do control the host.

A creature that saves against this ability is immune to your attempts to use any feat on the path of the dominator for one day.

Each time you use this ability, you deal 2 points of Charisma damage to yourself.

NATURAL SPELL [GENERAL]

You can cast spells while in wild shape or shifted form.

Prerequisites: Wis 13, ability to use wild shape.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape.

For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell.

You can use any material components or focuses that you can hold with an appendage of your form, but you cannot make use of any such items that are melded within that form.

This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak while in wild shape.

This feat first appeared in *Masters of the Wild*.

NAUSEATING TOUCH [GHOST, CORRUPTER]

When you touch a living creature, you can make it nauseated.

Prerequisites: Corrupting Touch, Cha 13.

Benefit: You can make a touch attack that nauseates a living creature for a number of rounds equal to 1d4 + your Charisma modifier.

The target may resist with a Fortitude saving throw (DC 10 + 1/2 your HD + your Cha modifier).

When you are manifested fully or attacking incorporeal opponents, you add your Strength modifier to attack rolls. When you are incorporeal, you add your Dexterity modifier to attack rolls.

Only one kind of damage or effect from the path of the corrupter applies from each attack.

You do not have to use this ability when you touch another creature, and creatures that touch you are not subject to this effect.

Normal: A ghost's touch attack normally deals no damage.

POLTERGEIST HAND [GHOST, POLTERGEIST]

You can move small objects in a limited manner at a distance when you are a ghost.

Prerequisite: Ghost Hand.

Benefit: You may control, at a distance, a number of unattended objects equal to 1 + your Charisma bonus as if

using the *mage hand* spell, except that doing so does not require concentration.

POLTERGEIST RAGE [GHOST, POLTERGEIST]

You can throw heavy objects with the power of your mind.

Prerequisites: Ghost Hand, Poltergeist Hand, Cha 13.

Benefit: You can move creatures or objects as if using the violent thrust version of the *telekinesis* spell.

Your caster level is equal to your Hit Dice.

A creature can resist being thrown with a successful Will saving throw (DC 10 + 1/2 your HD + your Cha modifier).

Each time you use this ability, you deal 2 points of Charisma damage to yourself.

POWER LUNGE [FIGHTER, GENERAL]

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to add double your normal Strength modifier to the attack's damage, regardless of whether you're using one- or two-handed weapons.

You provoke an attack of opportunity from the opponent you charged.

This feat first appeared in *Sword and Fist*.

QUICKEN TURNING [GENERAL]

You can turn or rebuke undead with a moment's thought.

Prerequisites: Ability to turn or rebuke undead, Cha 13, Extra Turning.

Benefit: You can turn or rebuke undead as a free action, but with a -4 penalty on both your turning check and turning damage roll.

You may still make only one turning attempt per round.

You may use this feat only when you actually attempt to turn or rebuke undead.

You may not use it when you power a divine feat.

This feat first appeared in *Defenders of the Faith*.

REND GHOST [GHOST, CORRUPTER]

Your touch can maul the ectoplasm of another ghost.

Prerequisites: Corrupting Touch, Ectoplasm.

Benefit: When you use Corrupting Touch to make a touch attack against a ghost, you deal 1d10 points of damage instead of 1d4.

RESIST GHOST [GENERAL]

You are resistant to the effects of ghost powers.

Benefit: You gain a +4 bonus on all saving throws against ghost powers.

SADDLEBACK [FIGHTER, GENERAL]

You were raised among people who are as comfortable riding as walking.

Prerequisite: Human raised in Thirkasia.

Benefit: You receive a +3 bonus on all Ride checks.

Special: You may take this feat only as a 1st-level character.

SCULPT GHOST BODY [GHOST, SHAPER]

You can reshape your ghost body's ectoplasm to enhance one physical ability score at the expense of another.

Prerequisites: Ectoplasm, Shape Ectoplasm, Wis 11.

Benefit: As a full-round action, you can alter your ectoplasm to increase your Strength, Dexterity, or Constitution by +2 in exchange for a -2 penalty to one of the two physical ability scores you didn't change.

This change lasts 10 minutes, after which your ability scores revert to their normal values.

A creature without an ability score cannot increase or decrease that ability score with this feat.

You can use this feat on yourself more than once at the same time, increasing one ability score at the expense of two others, or vice versa.

The bonuses and penalties stack.

SHAPE ECTOPLASM [GHOST, SHAPER]

You can make equipment out of ectoplasm.

Prerequisites: Ectoplasm, Wis 11.

Benefit: You can shape available ectoplasm into a facsimile of nonliving material, such as clothing, rope, leather, or wood.

For example, you could make a suit of leather armor out of ectoplasm and it would function exactly like normal leather armor (buckles, buttons, and other small parts that would normally be made out of metal are instead made of ectoplasmic wood but are sufficient for this purpose).

It takes 1 full round per pound of weight of the object to craft it, so a suit of ectoplasmic leather armor takes 15 rounds to shape.

You must make an appropriate Craft check to shape articles requiring a high degree of craftsmanship (a folding chair, a glass vase, and so on).

The material is obviously formed of ectoplasm and lasts for a number of minutes equal to 10 + (10 × your Wisdom bonus).

Shaped ectoplasm has all the properties of raw ectoplasm, except that it lasts longer and maintains whatever form you mold it into.

SHEREM-LAR SORCERY [GENERAL]

You are one of the Sherem-Lar, magically altered in the womb to enhance your potential as a sorcerer.

Prerequisite: Female human member of a Bazareene noble family.

Benefit: For the purpose of determining bonus spells and the save DCs of spells you cast as a sorcerer, treat your Charisma as 2 points higher than its actual value.

Your eyes are a strong, clear green, showing your magical heritage.

Special: You may take this feat only as a 1st-level character.

You can take this feat even if you don't have any levels in the sorcerer class.

SHEREZEM-LAR SORCERY [GENERAL]

You are one of the Sherezem-Lar, an elite group within the Sherem-Lar, head and shoulders above the others in power.

Prerequisites: Sherem-Lar Sorcery, female human member of a Bazareene noble family.

Benefit: For the purpose of determining bonus spells and the save DCs of spells you cast as a sorcerer, treat your Charisma as 2 points higher than its actual value. This benefit stacks with the bonus from the Sherem-Lar feat.

Your eyes are a strong, clear green, showing your magical heritage.

Special: You may take this feat only as a 1st-level character.

You can take this feat even if you don't have any levels in the sorcerer class.

SHRIVELING TOUCH [GHOST, CORRUPTER]

Choose one physical ability score (Strength, Dexterity, or Constitution).

When you touch a living creature or a ghost, you can cause permanent drain to that score.

Prerequisites: Corrupting Touch, Agony Touch for the same ability score, Cha 13.

Benefit: You can make a touch attack that deals 1d4 points of permanent ability drain to the selected ability score of a living creature or ghost.

When you are manifested fully or attacking incorporeal opponents, you add your Strength modifier to attack rolls. When you are incorporeal, you add your Dexterity modifier to attack rolls.

If the attack scores a critical hit, the draining is doubled (ghosts are not subject to critical hits).

Only one kind of damage or effect from the path of the corrupter applies from each attack.

You may use this attack once per day per character level.

You do not have to use this ability when you touch another creature, and creatures that touch you are not subject to this ability drain.

Normal: A ghost's touch attack normally deals no damage.

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a different ability score.

SOLID VISAGE [GHOST, HAUNT]

Your ghost body appears solid and alive.

Benefit: Your ghost body (whether incorporeal or manifested fully) appears solid and alive, although it can also appear like a normal ghost if you choose.

Changing from one state to the other is a standard action that does not provoke an attack of opportunity.

As long as you appear solid, you lose your ghost +4 racial bonus on Hide checks.

Normal: A character without this feat has a ghost body that is semitransparent and easily recognizable as a ghost.

SURVIVOR [GENERAL]

Your people thrive in a region that others find uninhabitable, and you excel at uncovering the secrets of the wilderness and surviving to tell the tale.

Prerequisite: Raised in Thirkasia.

Benefit: You gain a +1 bonus on Fortitude saves and a +2 bonus on all Wilderness Lore checks.

Special: You may take this feat only as a 1st-level character.

This feat first appeared in the FORGOTTEN REALMS Campaign Setting.

TEMPER ECTOPLASM [GHOST, SHAPER]

You can make durable equipment out of ectoplasm.

Prerequisites: Ectoplasm, Shape Ectoplasm, Wis 13.

Benefit: You can shape available ectoplasm into a facsimile of nonliving material, such as stone, crystal, or iron, or anything that can be shaped by the Shape Ectoplasm feat.

For example, you could make a suit of half-plate out of ectoplasm and it would function exactly like normal half-plate.

It takes 1 full round per pound of weight of the object to craft it, so a suit of ectoplasmic half-plate takes 50 rounds (5 minutes) to shape.

You must make an appropriate Craft check to shape articles requiring a high degree of craftsmanship (jewelry, swords, and so on).

The material is obviously formed of ectoplasm and lasts for a number of hours equal to your Wisdom bonus + 1.

Tempered ectoplasm has all the properties of raw ectoplasm, except that it lasts longer and it maintains whatever form you mold it into.

TOUCH ATTACK SPECIALIZATION [GHOST, CORRUPTER]

Choose one of your ghost touch attacks that deals hit point damage, ability damage, or ability drain, such as Corrupting Touch.

You are especially good at using this touch attack.

Prerequisites: Base attack bonus +2 plus any touch attack that deals hit point damage, ability damage, or ability drain.

Benefit: You add +2 to all damage rolls you make using the selected touch attack.

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a different touch attack of the appropriate type.

TWIN SWORD STYLE [FIGHTER, GENERAL]

You have mastered a style of defense that others find frustrating.

Prerequisites: Raised among the elves of Sura-Khiri, Two-Weapon Fighting.

Benefit: When fighting with two swords (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 armor bonus to your Armor Class against attacks from that opponent.

This armor bonus stacks with the armor bonus from armor and shield.

You can select a new melee opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose this bonus.

A version of this feat first appeared in the FORGOTTEN REALMS Campaign Setting.

WISE TO YOUR WAYS [GENERAL]

You are particularly resistant to the unusual attacks of your favored enemy.

Prerequisite: Favored enemy.

Benefit: Choose one type of favored enemy, such as undead.

You add your favored enemy bonus for that type of creature to saving throws against the standard extraordinary, spell-like, and supernatural abilities of your favored enemy. You do not gain this bonus against other attacks by the creature.

For example, a ranger with undead as a favored enemy would gain his favored enemy bonus on saves against a vampire's domination ability, but not to saves against the poison on its dagger or any saves against spells it cast from class levels.

This saving throw bonus applies to all secondary effects of the favored enemy's attacks, so the ranger would also get his favored enemy bonus on the Fortitude save to remove a negative level caused by the vampire's energy drain ability.

WITCHLIGHT [GHOST, SHAPER]

You can create witchlight, a harmless faint light, on yourself or an object.

Prerequisite: Ectoplasm.

Benefit: As a standard action, you can cause some or all of your body or an unattended object up to Medium-size that you touch to glow with witchlight, a harmless supernatural flame resembling *faerie fire*.

Witchlight sheds light as a candle and may be pale red, orange, green, blue, or violet.

Maintaining witchlight requires concentration, and you can maintain its effect on an object as long as it is within 100 feet of you.

This is a supernatural ability.

You can use witchlight to outline a creature (such as one under the effects of *blur*, *invisibility*, and so on), but doing so requires a touch attack (which draws an attack of opportunity from the defender).

SIDEBAR FEATS

COMBINE TURNING [DIVINE]

You can combine multiple turn or rebuke attempts into a single, more powerful attempt.

Prerequisites: Able to turn or rebuke undead more than once per day.

Benefit: If you have more than one use of your turn (or rebuke) ability remaining for the day, you can spend additional uses of that ability to improve your chances of success on a single attempt.

You decide whether or not to combine uses of your turning ability in this way and how many uses you want to spend before the turning check is rolled.

For each additional use of the ability that you spend in this manner, you gain a +4 bonus on both your turning check and your turning damage roll.

For example, suppose a 1st-level cleric with a Charisma score of 10 has this feat.

Confronted on a solo adventure by two ghouls (each 2 HD with +2 turn resistance), he decides to spend one additional use of turning to improve his chances against these foes. He marks off two turn attempts for the day and makes a turning check.

He rolls a 15 on the d20 and adds +0 for his Charisma modifier and +4 for the extra use of turning, giving a total of 19.

According to Table 8–16: Turning Undead in the *Player's Handbook*, he can turn an undead with Hit Dice less than or equal to 3 + his cleric level, or 4 in this case.

Success!

He rolls his turning damage on 2d6 and gets a 3, to which he adds +1 for his level, +0 for his Charisma modifier, and +4 for the extra turning use spent.

His total is 8, which is just enough to affect both ghouls. They ghouls retreat on their turn, and on his next turn the cleric runs away to safety.

There is no limit to the number of uses of turn (or rebuke) you can spend to improve a single roll; the bonuses stack. The additional turning uses spent must always be of the same type as the one to be improved.

For example, turn undead attempts cannot be spent to improve one's ability to turn fire creatures (granted by the Water domain).

You can also spend uses of your own turn ability to aid another's turning attempt.

In that case, you grant the recipient a +4 bonus on his turning check for every daily use of your turning ability that you spend in this manner.

To aid another's turning attempt, you must use a ready action.

Uses of turn cannot be combined with rebuke attempts, and vice versa.

ELFBLOOD [GENERAL]

The traits from your elven ancestry are particularly strong.

Prerequisites: Half-elf (nondrow).

Benefit: Your racial bonus on Listen, Search, and Spot checks increases to +2.

You gain an elf's ability to notice secret doors just by passing them.

Wizard is always a favored class for you, as is your highest-level class.

HEROES OF BATTLE (3.5)

MAIN SECTION FEATS

BALLISTA PROFICIENCY []

You have trained in ballista operation.

Benefit: You do not take the normal –4 nonproficiency penalty when making an attack roll with a ballista (see page 65).

Special: A fighter can select Ballista Proficiency as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

BLOCK ARROW []

You can block incoming arrows with your shield.

Prerequisites: Dex 13, Shield Proficiency.

Benefit: You must be using a shield to use this feat. Once per round when you would normally be hit with a ranged weapon, you can deflect it so that you take no damage from it.

You must be aware of the attack and not flat-footed. Unusually massive ranged weapons, such as boulders hurled by giants, siege weapon attacks, and ranged attacks generated by spell effects (such as *Melf's acid arrow*) can't be deflected.

Special: A fighter can select Block Arrow as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

COORDINATED SHOT []

You are extraordinarily talented at making ranged attacks past your allies.

Prerequisite: Point Blank Shot, Precise Shot.

Benefit: When making a ranged attack against a foe who has cover due to the position of your ally or allies, your ranged attacks ignore the Armor Class bonus granted to the target because of that cover.

Cover from other sources is unaffected.

Special: A fighter can select Coordinated Shot as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

COURAGEOUS RALLY []

You can rally demoralized foes with your bardic music.

Prerequisites: Bardic music (inspire courage) class feature.

Benefit: When you use bardic music to inspire courage, you can make a free rally check (see page 73) as part of the same action used to activate your bardic music.

You add a morale bonus on this rally check equal to the morale bonus granted by your inspire courage class feature.

EXPANDED AURA OF COURAGE []

Your aura of courage protects more allies than normal.

Prerequisite: Aura of courage class feature.

Benefit: Your aura of courage now affects allies within 60 feet of you.

Normal: Without this feat, your aura of courage only works on allies within 10 feet.

EXPERT SIEGE ENGINEER []

You are particularly skilled at operating siege weapons, such as catapults and battering rams.

Prerequisite: Profession (siege engineer) 8 ranks.

Benefit: You gain a +2 competence bonus on attack rolls and damage rolls made when using a siege engine. (Chapter 4 has rules for operating siege engines).

Special: A fighter can select Expert Siege Engineer as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

EXTRA FOLLOWERS [LEADER]

Your charismatic magnetism attracts even more followers to your banner.

Prerequisites: Cha 13, Leadership.

Benefit: You can lead twice as many followers as indicated for your Leadership score (see page 106 of the *Dungeon Master's Guide*).

For example, a character with this feat and a Leadership score of 15 can lead forty 1st-level followers, four 2nd-level followers, and two 3rd-level followers.

GUERRILLA SCOUT []

You know how to use your senses to greater effect.

Benefit: You gain a +1 bonus on initiative checks.

Listen and Spot ranks cost 1 skill point, even if these skills are cross-class for you.

The maximum number of ranks you can purchase in a cross-class skill remains the same.

Normal: If Listen and Spot are cross-class skills for you, each rank you purchase in those skills without having this feat costs 2 skill points.

GUERRILLA WARRIOR []

You know how to move stealthily, even when armored.

Benefit: When you are wearing light or medium armor, reduce the armor check penalty of the armor by 1 (minimum 0).

Hide and Move Silently ranks cost 1 skill point, even if these skills are cross-class for you.

The maximum number of ranks you can purchase in a cross-class skill remains the same.

Normal: If Hide and Move Silently are cross-class skills for you, each rank you purchase in those skills without having this feat costs 2 skill points.

IMPROVED COHORT [LEADER]

You attract a more powerful cohort than you normally would.

Prerequisites: Cha 15, Leadership.

Benefit: The maximum level of the cohort you gain from the Leadership feat (see page 106 of the *Dungeon Master's Guide*) is one lower than your character level.

Normal: Without this feat, a cohort's maximum level is two levels below the associated PC's level.

INSPIRATIONAL LEADERSHIP [LEADER]

Your cohort and followers are exceptionally faithful to your cause.

Prerequisites: Cha 17, Leadership.

Benefit: As long as their morale is already no worse than normal (see Morale Conditions, page 73), the cohort and followers you gain from the Leadership feat always begin combat in a heartened condition.

(A heartened character gains a +1 morale bonus on Will saves against fear effects, including morale checks).

If your cohort or followers are already shaken or worse at the start of a battle, the benefit of this feat does not apply.

You also gain a +5 bonus on rally checks made to rally the cohort and/or followers you have gained from the Leadership feat.

MOUNTED MOBILITY []

You are skilled at dodging past opponents while mounted.

Prerequisite: Mounted Combat, Ride 4 ranks.

Benefit: If you are mounted, you and your mount get a +4 dodge bonus to Armor Class against attacks of opportunity provoked when your mount moves out of a threatened square.

A condition that makes you or your mount lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Special: A fighter can select Mounted Mobility as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

NATURAL LEADER []

You have a natural commanding presence.

Prerequisites: Cha 13.

Benefit: You gain a +4 bonus on rally checks (see page 73).

PLUNGING SHOT []

You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown weapon or a projectile weapon.

PRACTICED COHORT [LEADER]

Your cohort works well as part of your team.

Prerequisite: Cha 15, Leadership.

Benefit: Your cohort gained from the Leadership feat gains any teamwork benefit (see Teamwork Benefits, page 115) for which you qualify, even if he or she doesn't meet the team member prerequisite for the benefit.

In addition, your cohort doesn't count against the normal limit of eight members on a team, and his or her presence on the team doesn't affect any other character's ability to qualify for the teamwork benefit.

Normal: If you do not have this feat, every member of a team must meet the team member prerequisite in order for anyone on the team to enjoy the teamwork benefit. Also, the maximum number of members in a team is eight.

READY SHOT []

You can make devastating attacks with ranged weapons against charging opponents.

Prerequisite: Point Blank Shot.

Benefit: You can ready an action to fire a ranged weapon at a foe who charges you.

You must wait until the target is within 15 feet before you attack.

If you score a hit with this readied attack, your attack deals an extra 3d6 points of damage.

Creatures immune to extra damage from critical hits are immune to this effect.

SHIELD WALL []

You are skilled in using shields when in formation with other shield-bearers.

Prerequisite: Shield Proficiency.

Benefit: When you and an adjacent ally are each using a shield, your shield bonus to Armor Class increases by 2.

Special: A fighter can select Shield Wall as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

VETERAN KNOWLEDGE []

You are capable of seeing potential battlefield advantages where others cannot.

Prerequisite: Base attack bonus +2, Knowledge (history) 1 rank.

Benefit: You gain a +5 bonus on Knowledge checks made to gain a strategic advantage (see Strategic Advantages, page 70).

Special: A fighter can select Veteran Knowledge as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

HEROES OF HORROR (3.5)

MAIN SECTION FEATS

ARCHIVIST OF NATURE []

In addition to your studies of the darkness, you have spent time studying giants and fey.

Prerequisite: Dark knowledge.

Benefit: You can use your dark knowledge on giants and fey.

You use Knowledge (nature) for dark knowledge checks regarding these two creature types.

Normal: Without this feat, a character with dark knowledge can only use that class feature on aberrations, elementals, magical beasts, outsiders, and undead.

BANE MAGIC []

Your spells deal extra damage to a particular type of creature.

Benefit: When you cast a spell that deals damage against a specific creature type, you deal an extra 2d6 points of damage.

For example, a giant bane *lightning bolt* cast by an 8th-level caster would deal the usual 8d6 points of damage to any nongiant in its path but would deal 10d6 points of damage against giants.

This feat has no effect on spells that do not deal hit point damage, and the source and type of the damage remains the same.

This feat cannot be used to increase the amount of healing dealt to undead by *inflict light wounds* and similar spells, but it can add to the damage dealt by casting *cure light wounds* on an undead creature.

Special: You can take this feat multiple times.

Its effects do not stack.

Each time you take the feat, you must apply its effects to a different type of creature: aberrations, animals, constructs, dragons, elementals, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, outsiders, plants, undead, or vermin.

If you choose humanoids, you must select a particular type of humanoid, such as dwarf or orc.

An aberration-specific version of this feat first appeared in *Lords of Madness: The Book of Aberrations*.

BLOOD CALLS TO BLOOD []

Exploring the latent potential in your blood due to your fiendish descent, you learn how to better adapt to the mystical attacks of your forebears.

Prerequisites: Spontaneous arcane caster, must be descended from a fiend.

Benefit: Against the attacks, spells, and spell-like abilities of fiends (evil outsiders) and half-fiends, you gain a +2 bonus on your saving throws.

This bonus does not apply against the assaults of opponents of any other kind.

CORRUPT ARCANA [TAINTED]

You can prepare and cast corrupt spells.

Prerequisites: Spontaneous arcane or divine caster, mild depravity.

Benefit: If you have access to a corrupt spell in written form—on a scroll, in a spellbook, or in a tome of forbidden lore—you can prepare it in the same way that a wizard or cleric would.

The prepared corrupt spell remains in your mind and occupies one of your daily spell slots until you cast it or change it.

A prepared corrupt spell uses a spell slot of the spell's normal level, and you must pay corruption costs as normal for casting the spell.

Any corrupt spells you prepare by using this feat do not count against your total spells known, just your spells per day.

CORRUPT SPELL FOCUS []

All spells you cast that have a corrupt component (such as *call forth the beast**, *master's lament**, or *chain of sorrow**) are more potent than normal.

* New spells described later in this chapter.

Prerequisite: Any nongood alignment.

Benefit: You add +1 to the DC for all saving throws against any spells you cast that have a corrupt component.

DEBILITATING SPELL [TAINTED]

By calling upon the taint within, you add a malign power to your offensive spells.

Prerequisites: Surge of Malevolence, moderate taint.

Benefit: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals any physical damage to a subject, the target also takes either 2 points of Constitution damage (if your corruption is higher than your depravity) or 4 points of Wisdom damage (if your depravity is higher than your corruption).

If you have an equal level of corruption and depravity, choose which sort of damage you wish to deal.

The spell deals this ability damage only to a single target, even if the spell itself affects an area or more than one subject (in which case, you choose the target affected by your taint).

You can use this ability twice per day if you have moderate taint and four times per day if you have severe taint.

Special: You must declare whether you are using this feat before casting the spell.

If you use this feat on a creature immune to the ability damage, that daily use of the feat is still expended.

You cannot combine this feat with Debilitating Strike on a single attack (for example, with a touch attack spell).

If you have both feats, you must elect to use one or the other on a given attack.

DEBILITATING STRIKE [TAINTED]

By calling upon the taint within, you add a malign power to your melee attacks.

Prerequisites: Surge of Malevolence, moderate taint.

Benefit: This feat makes your unarmed or melee attacks evil for purposes of overcoming damage reduction.

Furthermore, if you successfully attack and deal physical damage to a creature, the target also takes either 2 points of Constitution damage (if your corruption is higher than your depravity) or 4 points of Wisdom damage (if your depravity is higher than your corruption).

If you have an equal level of corruption and depravity, choose which sort of damage you wish to deal.

You can use this ability twice per day if you have moderate taint and four times per day if you have severe taint.

Special: You must declare whether you are using this feat before making your attack.

If you use this feat on a creature immune to the ability damage, that daily use of the feat is still expended.

You cannot combine this feat with Debilitating Spell on a single attack (for example, with a touch attack spell).

If you have both feats, you must elect to use one or the other on a given attack.

DEFORMITY (SKIN) [VILE]

Due to a regimen of deliberate abuse, you have roughened your skin until it has grown as coarse and tough as rhino hide.

Prerequisites: Evil alignment, Willing Deformity.

Benefit: You gain a +1 natural armor bonus.

Special: You can take this feat more than once. Its effects stack.

DEFORMITY (TALL) [VILE]

Through long and painful stints on the rack, bolstered by the surgical implantation of various splints and struts, you have stretched yourself to well over 7 feet in height.

Prerequisites: Evil alignment, Willing Deformity, Medium size.

Benefit: Even though you are still technically a Medium creature, your improved height and lanky limbs grant you an additional 5 feet to your reach, thereby allowing you to strike nonadjacent squares with nonreach weapons.

Special: You are a larger and clumsier target than you were before undergoing the height extension, giving you –1 to your AC.

You also take a –2 penalty on Hide checks.

DEFORMITY (TEETH) [VILE]

By filing your teeth to points and brutalizing your gums, you gain a hideous smile full of razor-sharp teeth that enable you to make a grisly bite attack.

Prerequisites: Evil alignment, Willing Deformity.

Benefit: You gain a bite attack that can be used as a natural weapon to deal damage equal to $1d4$ + your Strength modifier.

If you attack with other weapons, you can use your bite as a secondary attack (taking a -5 penalty on your attack roll) for $1d4$ + half Strength modifier damage.

In addition, you gain a $+1$ bonus on Intimidate checks.

DEFORMITY (TONGUE) [VILE]

Through protracted self-mutilation that involves frequently piercing your tongue and dipping it in acid, your tongue becomes hideous to behold but oddly sensitive to the environment.

Prerequisites: Evil alignment, Willing Deformity.

Benefit: You gain the ability to sense your surroundings by taste, much as a serpent can.

You gain the blindsense ability out to a range of 30 feet.

DISEASE IMMUNITY []

Whether due to prolonged exposure or natural hardiness, you have grown immune to some diseases and resistant to all others.

Prerequisite: Constitution 13.

Benefit: You are immune to one specific type of disease, such as the red ache or mummy rot.

In addition, you gain a $+2$ circumstance bonus on saving throws against other diseases (including magical diseases).

You recover points lost to ability damage from disease at double the normal rate (2 points per day, rather than 1).

If someone with the Heal skill (including yourself) uses your blood to help someone with the disease to which you are immune, the diseased character automatically makes his saving throw to recover.

If your blood is used to aid in the healing of someone with any other disease, it provides a $+4$ bonus on the Heal check.

Special: You can gain this feat multiple times.

Each time you take it, you become immune to a new disease.

The $+2$ circumstance bonus against other diseases does not stack with itself, since the circumstances of each disease immunity are essentially the same.

DRACONIC ARCHIVIST []

In addition to your studies of the darkness, you have spent time studying dragons and constructs.

Prerequisite: Dark knowledge.

Benefit: You can use your dark knowledge ability on dragons and constructs.

You use Knowledge (arcana) for dark knowledge checks regarding these two creature types.

Normal: Without this feat, a character with dark knowledge can use that class feature only on aberrations, elementals, magical beasts, outsiders, and undead.

DREAMTELLING []

You can use your Knowledge (the planes) skill to interpret your dreams or the dreams of others, thus glean useful information and insights.

Benefit: You can interpret the basic symbolism of a dream to figure out what sorts of concerns or fears are likely to have inspired it.

	Knowledge (the planes) DC
Dream Being Interpreted . . .	
Features obvious symbolism	10
Involves cultural details or concepts with which you are not very familiar	15
Represents memories of past events with which you are not familiar	20
Both the previous conditions are true	25

Attempting to garner insight into future events, or events occurring elsewhere, by reading the prophetic images of a dream adds $+10$ to $+20$ to the base DC, depending on how obscure the omens are.

The DM must decide if a dream contains prophetic imagery; a sufficiently high roll might glean some information even if the dream was not overtly oracular.

Making the DC required to interpret a dream grants information comparable to an *augury* spell (see page 202 of the *Player's Handbook*).

Exceeding the required check by 10 or more offers information comparable to a *divination* spell (see page 224 of the *Player's Handbook*).

Exceeding the required check by 20 or more offers information comparable to a *commune* spell (see page 211 of the *Player's Handbook*).

Even if your result was not high enough to enable you to read prophetic images, the result might be sufficient to interpret basic symbols and events.

Thus, a check result of 18 is insufficient to foretell the future but still grants some information about cultural details or concepts.

You can use this feat to determine what effect injuries received in a dreamscape are likely to have on you once you return (DC 15), or whether an item or location was created by the dreamer or brought in from outside (DC 20); see Chapter 3 for information on adventuring within dreamscapes.

Finally, this feat allows Knowledge (the planes) to function in place of Survival when used within a dreamscape.

This skill can be used to retrace your steps and return to a known person's dream, or to attempt to track a creature across the dreamscape.

Action: Dreamtelling requires careful analysis of bizarre images and events.

If you are trying to interpret your own dream, you must cogitate on it for a number of minutes equal to 30 minus your Intelligence modifier.

If you wish to analyze someone else's dream, that person must first describe it to you in great detail, adding an additional $10+1d10$ minutes to the process.

Try Again: No.

The check represents your ability to interpret that particular dream.

You can attempt to interpret other dreams the same individual has later, but you get only one attempt per dream.

Similarly, you have only one attempt to determine whether an item is native to a particular dream.

Special: Most campaigns are not set up to interact with the dream world.

Hence, this feat is only available if the DM specifically states that he or she has decided to allow it in his or her campaign.

ELDRITCH CORRUPTION [TAINTED]

You can add power to your spells or spell-like abilities at the expense of your companions' health.

Prerequisites: Any one metamagic feat, moderate depravity.

Benefit: You can enlarge, extend, heighten, or widen a spell, as though you had the appropriate metamagic feat, without increasing the spell level or, for spontaneous casters, casting time.

You can apply any number of these metamagic effects to a spell in this way; if you choose heighten, then that spell's level is heightened by up to two levels.

For each level of metamagic you apply, one of your allies takes 2 points of Constitution damage.

In this case, "ally" is defined as someone who knowingly and willingly fights alongside you against a common foe, or who otherwise considers you a trusted companion.

You decide, when casting the spell, which ally takes the Constitution damage.

You cannot select an ally immune to Constitution damage or an ally without a Constitution score.

For purposes of this spell, you cannot designate a summoned or *charmed* being as your ally.

You can use this feat three times per day.

Special: You can select this feat more than once.

Each time you do, you gain an additional three uses per day.

FONT OF LIFE []

Your life-force is strong enough to make you highly resistant to all forms of energy drain and level loss.

Prerequisite: Must be a living creature.

Benefit: Whenever you are struck by an attack that drains energy or bestows negative levels, you gain an immediate saving throw to resist the effect at the standard Difficulty Class of the attack.

If this initial save is successful, you avoid any negative levels but you still suffer any other effects of the attack or spell.

If this save fails, the attack proceeds as if this roll had never been made (meaning you still receive whatever save to which you're normally entitled).

FORBIDDEN LORE [TAINTED]

You gain hideous insights into subjects not meant to be understood by mortal minds.

Prerequisites: Bardic knowledge or lore, mild depravity.

Benefit: When you make a bardic knowledge or lore check, you add a bonus to the check if the question touches on supernatural, horrific, tainted, or otherwise forbidden subjects (at the DM's discretion).

Add a +2 bonus if you are mildly tainted, a +4 bonus if you are moderately tainted, and a +6 bonus if you are severely tainted.

GREATER CORRUPT SPELL FOCUS []

Your corrupt spells are now even more potent than they were before.

Prerequisites: Corrupt Spell Focus, nongood alignment.

Benefit: You gain an additional +1 to the DC of all spells you cast that contain a corrupt component.

This stacks with the bonus gained from the Corrupt Spell Focus feat, for a total of +2.

HAUNTING MELODY []

You can use your music to inspire fear.

Prerequisites: Bardic music, Perform 9 ranks.

Benefit: When you sing or use some other Perform skill, you can inspire fear in enemies within 30 feet of you.

Any opponent in range must succeed on a Will saving throw (DC 10 + 1/2 your bard level + your Cha modifier) or become shaken for a number of rounds equal to your ranks in the Perform skill.

This is a mind-affecting fear effect.

Special: Using this ability counts as one of your daily uses of bardic music.

IMPROVED ONEIROMANCY []

With the Improved Oneiromancy feat, you gain additional dream-related spellcasting abilities.

Prerequisites: Dreamcasting, Oneiromancy, spellcaster.

Benefit: Your spell list expands to include a number of dream-related spells (all described later in this chapter), regardless of what sort of caster you might be.

You must still learn or prepare these spells normally; they are added to your class list, not necessarily to the list of spells you personally know.

1st Level: restful slumber 4th Level: dream walk, manifest desire, manifest nightmare 5th Level: dreaming puppet 7th Level: dream sight

LUNATIC INSIGHT [TAINTED]

Your madness grants you insight and knowledge.

Prerequisite: Mild depravity.

Benefit: Due to unpredictable flashes of insight, you are considered trained in all Knowledge skills, even if you have no ranks in them.

You also gain a +2 morale bonus on initiative rolls and to resist mind-affecting spells and abilities.

Normal: Knowledge skills cannot be used untrained.

MAD FAITH [TAINTED]

Your depravity has twisted the connection between you and your patron deity.

You suffer flashes of insight interrupted by flashes of madness.

Prerequisites: Ability to cast 1st-level divine spells, mild depravity.

Benefit: You gain a bonus 1st-level divine spell per day. If you have moderate depravity, then you also gain a 2nd-level divine spell per day.

If you have severe depravity, then you also gain a 3rd-level divine spell per day.

However, it takes twice as long for you to pray for your spells each day.

MASTER OF KNOWLEDGE []

You have spent most of your life in study, and it comes naturally to you now.

Benefit: You gain a +1 bonus to all Knowledge skill checks.

ONEIROMANCY []

You gain a number of abilities and advantages related to dreams and magic.

Prerequisites: Dreamtelling, ability to cast spells of any sort.

Benefit: Oneiromancy grants you a number of interrelated bonuses.

First, when casting spells in a nightmare realm, your spells always work as normal; you do not risk the same mishaps that other casters experience.

Second, while in the dreamscape, you are considered to have Spell Focus (enchantment) and Spell Focus (illusion), due to your ability to manipulate the thoughts of dreamers and the stuff of dreams.

If you already have Spell Focus in one or both of these schools, the DC bonus to saves stacks so long as you remain within the dreamscape.

Third, you can target your offensive spells at a target's dream self, rather than his physical form.

Because this deals mental damage only, it transforms all damage dealt by that spell into nonlethal damage.

This effect functions only on creatures that both sleep and dream: Constructs, plants, undead, and elves are immune to this effect.

Only spells that target a single creature or specific number of creatures benefit from this effect; you cannot apply it to spells that target an area.

Special: Because you are more tightly connected to the world of dreams, you are more susceptible to certain types of mental manipulation.

You take a -1 penalty on saves against enchantment and illusion spells and effects when in the physical realm.

If you are slain while mentally traveling the dreamscape, your physical body dies, whether or not this is the case for most travelers.

Normal: Casters in nightmare realms have a chance of mishap when casting spells.

In some instances, those who die in the dreamscape experience effects other than death in the real world. See *Adventuring in Nightmare Realms* in Chapter 3.

PURE SOUL []

Your faith or purity of mind overrides the evils within you. You are immune to taint.

Prerequisites: Any nonevil alignment, no taint.

Benefit: You do not gain taint.

SPIRIT SENSE []

You can see and communicate with the souls of the recently departed.

Prerequisites: Wisdom 12, must have had a near-death experience (that is, must have fallen below 0 hit points).

Benefit: You can see the spirits of creatures who have died within a number of minutes equal to your Wisdom bonus.

For instance, if your Wisdom is 17 (+3 bonus), you can see the spirits of creatures that have died within the past 3 minutes.

You can speak with these spirits, but you gain no special ability to command them or to communicate with them if you do not share a language.

These spirits are not creatures per se and cannot be harmed or affected in any way, magical or otherwise.

In addition, you gain a +4 circumstance bonus on Listen or Spot checks made to detect incorporeal creatures.

SURGE OF MALEVOLENCE [TAINTED]

You empower yourself by drawing on the taint within.

Prerequisite: Mild taint.

Benefit: Once per day, you can add a bonus on any single attack roll, saving throw, or check.

You must make the decision to add the bonus before you roll the die.

The amount that you add varies, based on your corruption.

If you have mild corruption, then the bonus is equal to +3.

If you have moderate corruption, then the bonus is equal to +6.

If you have severe corruption, then the bonus is equal to +9.

TAINTED FURY [TAINTED]

You can channel your physical corruption into a state of fury.

Prerequisites: Constitution 13, moderate corruption.

Benefit: Embracing the corruption within your body, you can enter a state of tainted fury.

In this state, you gain a number of hit points equal to your corruption score.

These hit points are not lost first like temporary hit points; when your tainted fury ends, you must subtract this number from your hit point total.

During your tainted fury, you can declare one melee attack to be a tainted smite and add half your corruption score to the damage dealt by that attack.

If you strike a creature immune to the effects of taint (such as an undead creature or a creature with the Evil subtype), that tainted smite is expended but deals no additional damage.

Your tainted fury lasts for a number of rounds equal to your corruption score.

When it ends, you must make a Fortitude save (DC 10 + your corruption score).

If you fail this save, you take 1d6 points of Constitution damage and are sickened for 1 minute.

TOUCH OF TAINT [MONSTROUS]

One of your attack forms that normally deals ability damage, ability drain, or energy drain can also deal corruption or depravity.

Prerequisites: Natural attack that deals ability damage (including poison), ability drain, or energy drain.

Benefit: Choose one of your natural attacks that deals ability damage or ability drain or bestows negative levels.

That attack now increases the target's corruption or depravity score by 1 point along with the ability damage or drain it deals.

If your attack deals ability damage or drain to a physical ability score (Strength, Dexterity, or Constitution), it now also increases the target's corruption score.

If the attack deals ability damage or drain to a mental ability score (Intelligence, Wisdom, or Charisma), it now also increases the target's depravity score.

If the attack bestows negative levels, you can choose whether it increases a specific target's corruption or depravity score.

If the attack you choose bestows more than one negative level, it now increases the target's taint score by 2 points.

You can choose to have it increase a target's corruption by 2 points, increase a target's depravity by 2 points, or increase each score by 1 point.

UNNATURAL WILL []

You have learned to focus your force of personality and inner strength to stand against fearful circumstances.

Prerequisites: Charisma 12, Iron Will.

Benefit: Add your Charisma modifier to all Will saves against fear effects.

This bonus stacks with any Wisdom bonus you might have to Will saves.

Special: This feat is used by dread witches to resist the negative effects of fear while still empowering their mystical abilities.

WILLING DEFORMITY [VILE]

Through scarification, self-mutilation, or supplication to dark powers, you intentionally mar your own body.

Prerequisite: Evil alignment.

Benefit: You gain a +3 bonus on Intimidate checks.

LIBRIS MORTIS (3.5)

MAIN SECTION FEATS

BALEFUL MOAN [MONSTROUS]

Your hollow cry strikes fear into the hearts of the living.

Prerequisites: Undead type, incorporeal subtype, Daunting Presence.

Benefit: You can emit a moan as a standard action.

All living creatures within a 30-foot spread must succeed on a Will save (DC 10 + 1/2 your HD + your Cha modifier) or become shaken for 1 minute.

This is a supernatural, sonic, necromantic, mindaffecting, fear effect.

A creature that successfully saves against the moan cannot be affected by your moan for 24 hours.

Special: If you already have the frightful moan ability (see the ghost's special attacks, page 117 of the *Monster Manual*), instead of the normal Benefits of this feat, the DC to resist your frightful moan ability increases by 2.

BOLSTER RESISTANCE [GENERAL]

Undead you raise or create are more resistant to turning than normal.

Prerequisite: Corpsecrier.

Benefit: Each undead you raise or create with any necromancy spell gains +4 turn resistance.

CONTAGIOUS PARALYSIS [MONSTROUS]

Your paralyzing attack is contagious.

Prerequisite: Paralysis as an extraordinary or supernatural ability.

Benefit: Any creature paralyzed by your special attack can confer paralysis to other creatures that touch it.

Any creature touching a creature that you have paralyzed is immediately affected as if you had delivered a paralyzing attack upon it (using the same save DC to resist, if allowed).

If a creature successfully saves against your contagious paralysis attack, it can't be affected by your attack for 24 hours.

CORPSECRFTER [GENERAL]

Undead you raise or create are tougher than normal.

Benefit: Each undead you raise or create with any necromancy spell gains a +4 enhancement bonus to Strength and +2 hit points per Hit Die.

CORRUPTED WILD SHAPE [MONSTROUS]

You have learned to use the necromantic energy that powers your undead form to overcome the inability of undead creatures to wild shape.

You can assume the form of an undead, rotten creature with the use of your wild shape ability.

Prerequisites: Undead type, wild shape class feature.

Benefits: You can use your wild shape ability even though you are undead.

The ability functions just as if you were a living creature using the ability, with the following exceptions.

You do not gain a Constitution score in the new form, and you retain all the immunities of the undead type while in your new form.

The form you assume looks half-decayed, with missing patches of fur and rotted, worm-eaten flesh.

While you are in this form, the rank odor of death hangs around you.

Normal: Since it is based on the *polymorph* spell, wild shape works only on living creatures.

DAUNTING PRESENCE [GENERAL]

You are skilled at inducing fear in your opponents.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: You may take a standard action to awe an opponent.

The opponent must be within 30 feet, have line of sight to you, and have an Intelligence score.

If the opponent fails a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier), it is shaken for 10 minutes.

This feat has no effect on a creature that is already shaken.

Special: A fighter may select Daunting Presence as one of his fighter bonus feats.

DEADLY CHILL [GENERAL]

Undead you raise or create deal more damage than normal.

Prerequisite: Corpsecrier.

Benefit: Each corporeal undead you raise or create with any necromancy spell deals an extra 1d6 points of cold damage with its natural weapons.

DEATH MASTER [MONSTROUS]

Foes are especially afraid of your critical hits.

Prerequisites: Cha 13, undead type, Daunting Presence, base attack bonus +1.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, the foe is also shaken for 1 minute.

This is a mind-affecting, fear effect.

DESTRUCTION RETRIBUTION [GENERAL]

Undead you raise or create harbor a retributive curse that is unleashed if they are destroyed.

Prerequisite: Corpsecrier.

Benefit: Each undead you raise or create with any necromancy spell releases a burst of negative energy upon its destruction, dealing 1d6 points of damage plus an additional 1d6 points per 2 Hit Dice to every creature within a 10-foot spread (Reflex DC 15 half).

This damage comes from negative energy, and it therefore heals undead creatures.

DIVINE ACCURACY [DIVINE]

You can channel positive energy to give your allies' melee attacks another chance to strike true against incorporeal creatures.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Spend one of your turn or rebuke attempts to grant all your allies (including yourself) within a 60-foot burst the ability to reroll their miss chance with melee attacks whenever they miss a foe because of a miss chance caused by incorporeality.

This effect lasts for 1 minute and can be used once per missed attack.

EMPOWERED ABILITY DAMAGE [MONSTROUS]

Your ability damage (or ability drain) special attack is more potent than normal.

Prerequisites: Cha 11, undead type, incorporeal subtype, supernatural ability to drain or damage an ability score.

Benefits: All variable, numeric effects of an empowered ability damage or ability drain special attack are increased by 50%.

For example, an ally with this feat drains 1-1/2 times the normal amount of Wisdom (roll 1d4 and multiply the result by 1-1/2).

EMPOWER TURNING [GENERAL]

You can turn or rebuke greater numbers of undead with a single turning attempt.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke more undead than usual.

After adding your cleric level and Charisma modifier to your turning damage roll, multiply the result by 1-1/2.

ENDURE SUNLIGHT [MONSTROUS]

Your vulnerability to sunlight is reduced.

Prerequisites: Sunlight powerlessness or sunlight-related weakness.

Benefit: You can resist all dangerous effects of sunlight for a number of rounds equal to 1 + your Charisma modifier (minimum 1 round).

After this time, if you are still exposed to sunlight, you take the normal effects as appropriate for your kind.

ENDURING LIFE [GENERAL]

You can ignore the effect of negative levels for a short time.

Benefit: Whenever you would gain a negative level, you can ignore the penalties and other ill effects associated with that negative level for a number of minutes equal to your Constitution bonus (if any).

For example, if Tordek (Con 15) is struck by a wight, he gains one negative level.

However, he can ignore the -1 penalty on attack rolls, saves, ability checks, and skill checks associated with that negative level for 2 minutes, since his Constitution bonus is +2.

(If Tordek were a spellcaster, he would also avoid losing a spell slot for 2 minutes).

You also gain a +4 bonus on Fortitude saves to remove negative levels.

ENERGIZE SPELL [METAMAGIC]

Your spells channel positive energy to deal extra damage to undead creatures, but are less effective against other opponents.

Prerequisites: Nonevil alignment, must not have the ability to rebuke undead.

Benefit: Your spells are infused with positive energy. An energized spell deals an extra 50% damage to undead creatures, but deals 50% less damage to nonundead creatures and to objects.

An energized spell uses up a spell slot one level higher than the spell's actual level.

Special: A character who has the ability to channel negative energy to rebuke or command undead cannot select this feat.

ENERVATE SPELL [METAMAGIC]

Your spells channel negative energy to deal extra damage to living creatures, but are less effective against unliving opponents.

Prerequisites: Nongood alignment, must not have the ability to turn undead.

Benefit: Your spells are infused with negative energy. An enervated spell deals an extra 50% damage to living creatures, but deals 50% less damage to constructs, undead, and objects.

An enervated spell uses up a spell slot two levels higher than the spell's actual level.

Special: A character who has the ability to channel positive energy to turn undead cannot select this feat.

EVISCERATOR [MONSTROUS]

The allies of your foes are especially afraid of your critical hits.

Prerequisites: Cha 13, undead type, Death Master, Daunting Presence, Improved Critical, base attack bonus +1.

Benefit: Whenever you score a critical hit with a melee attack against a living foe, creatures within 30 feet that are allied to that foe are shaken for 1 minute. This is a mind-affecting, fear effect.

FELL ANIMATE [METAMAGIC]

Living foes slain by your spell may rise as zombies.

Benefit: You can alter a spell that deals damage to foes. Any living creature that could normally be raised as a zombie and that does not possess more than double your Hit Dice, when slain outright by a fell animated spell, rises as a zombie under your control at the beginning of your next action.

Even if you kill several creatures with a single fell animated spell, you can't create more Hit Dice of undead than twice your caster level.

The standard rules for controlling undead (see *animate dead*, page 198 of the *Player's Handbook*) apply to newly created undead gained through this metamagic feat.

A fell animated spell uses up a spell slot three levels higher than the spell's actual level.

FELL DRAIN [METAMAGIC]

Living foes damaged by your spell also gain a negative level.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also gains a negative level.

If the subject has at least as many negative levels as Hit Dice, it dies.

Assuming the subject survives, the negative level disappears (without requiring a Fortitude save) after a number of hours equal to your caster level (maximum 15). A fell draining spell uses up a spell slot two levels higher than the spell's actual level.

FELL FRIGHTEN [METAMAGIC]

Living foes damaged by your spell are also shaken.

Benefit: You can alter a spell that deals damage to foes so that any creature subject to fear effects and mind-affecting spells and abilities that is dealt damage also becomes shaken for 1 minute.

A fell frightening spell uses up a spell slot two levels higher than the spell's actual level.

FELL WEAKEN [METAMAGIC]

Living foes damaged by your spell are also weakened.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also takes a -4 penalty to Strength for 1 minute.

Strength penalties from multiple spells enhanced by the Fell Weakening feat do not stack.

A fell weakening spell uses up a spell slot one level higher than the spell's actual level.

GHOST SCARRED [GENERAL]

You are adept at fighting incorporeal undead.

Prerequisite: Knowledge (religion) 8 ranks.

Benefit: You gain a +2 insight bonus on attack rolls and weapon damage rolls against incorporeal undead. You also gain a +2 bonus on all saving throws made to resist the spells or abilities of incorporeal undead.

GHOSTLY GRASP [MONSTROUS]

You can handle corporeal objects even while incorporeal.

Prerequisites: Cha 15, incorporeal subtype.

Benefit: You can wear, wield, and otherwise use corporeal items as though you were not incorporeal.

Special: Without this feat, an incorporeal creature can only wear or wield items that have the ghost touch special ability.

GRAFT FLESH [GENERAL]

You can apply a certain type of grafts to other living creatures or to yourself.

Prerequisite: Heal 10 ranks.

Benefit: Choose a type of graft: aboleth, beholder, fiendish, illithid, undead, or yuan-ti.

You must be an aboleth to choose aboleth grafts.

You must be a fiend to choose fiendish grafts.

You must be an illithid to choose illithid grafts.

You must be a yuan-ti to choose yuan-ti grafts.

There are no additional requirements for choosing beholder or undead grafts.

You can create grafts of your chosen type and apply them to other living creatures or to yourself.

Creating a graft takes 24 hours for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half of this price.

(See Chapter 5 of this book for prerequisites and other information on grafts).

HARDENED FLESH [GENERAL]

Undead you raise or create can better handle themselves in a fight.

Prerequisite: Corpsecrier.

Benefit: Every undead you raise or create with any necromancy spell gains a +2 natural armor bonus to Armor Class.

HEIGHTEN TURNING [GENERAL]

You can affect more powerful undead with your turning or rebuking attempts.

Prerequisites: Cha 13, Extra Turning.

Benefit: When you turn or rebuke undead, you may choose a number no higher than your cleric level.

Add that number to your turning check, while subtracting it from your turning damage roll.

If you're not a cleric, you may choose a number no higher than your effective cleric level (for instance, a paladin could choose a number up to two less than his paladin level).

If a prestige class increases your effective turning level, use your effective turning level.

IMPROVED ENERGY DRAIN [MONSTROUS]

You draw extra power from your energy-drained victims.

Prerequisites: Cha 15, energy drain supernatural ability.

Benefits: Whenever you bestow a negative level upon a creature, you gain a +1 bonus on skill checks, ability checks, attack rolls, and saving throws for 1 hour.

IMPROVED PARALYSIS [MONSTROUS]

You are better at paralyzing your victims.

Prerequisites: Undead type, paralysis special ability, Ability Focus (paralysis).

Benefit: When your natural attacks threaten to paralyze your foe, add a +4 bonus to the save DC.

IMPROVED TOUGHNESS [GENERAL]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice.

Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point.

If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

IMPROVED TURN RESISTANCE [MONSTROUS]

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*).

When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts.

For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose.

A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

LASTING LIFE [GENERAL]

You can shed negative levels with an act of will.

Prerequisites: Endurance, Enduring Life.

Benefit: Once per round as a standard action, you can attempt to remove a negative level from yourself by attempting a Will save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier).

If the saving throw succeeds, the negative level goes away.

You make a separate saving throw for each negative level you have gained.

If the save fails, you retain the negative level, but you can try again next round to remove it.

LIFE DRAIN [MONSTROUS]

You drain additional life energy from your foes.

Prerequisites: Cha 13, energy drain supernatural ability.

Benefits: Whenever you bestow a negative level upon a creature, add your Charisma modifier to the hit points lost by the creature due to that negative level.

You then gain temporary hit points equal to the amount lost by the creature due to the negative level.

These temporary hit points last for up to 1 hour.

For example, a creature touched by a spectre (Cha 15) with this feat loses an additional 2 hit points due to each negative level, and the spectre gains an additional 2 temporary hit points from each negative level it bestows.

Special: Without this feat, a target loses 5 hit points each time it gains a negative level, and the creature delivering the negative level gains 5 temporary hit points that last for up to 1 hour.

LIFEBOND [MONSTROUS]

Select a specific living creature that is friendly to you.

You create a special bond with that creature.

Prerequisites: Cha 11, undead type.

Benefit: Whenever the chosen creature is within 60 feet, you gain a +4 bonus to your turn resistance and a +2 bonus on all saving throws.

If the chosen creature dies, you lose these bonuses and take a -2 penalty on all saves for 24 hours.

If you replace the chosen creature with another living creature, the bond can be transferred at your option.

Special: This feat can be selected multiple times.

Each time you select this feat, you apply its effects to a different living ally of yours.

The effects of multiple lifebonded allies stack.

LIFESENSE [MONSTROUS]

You see the light that all living creatures emit.

Prerequisites: Cha 13, Con — (no Constitution score).

Benefits: In addition to any normal light that might be present, your surroundings are illuminated by roving points of brightness created by living creatures.

To your eyes, a Medium or smaller creature gives off life force sufficient to provide bright illumination in a 60-foot radius, revealing itself and all features and objects in range to your life-adapted sight.

This life-light behaves like regular light—you can't see into solid objects, or past solid walls.

A Large creature gives off life-light in a 120-foot radius, and the radius doubles again for each additional size category larger than Medium, up to a maximum radius of 960 feet for a Colossal creature.

MOTHER CYST [GENERAL]

You gain the ability to cast necrotic cyst spells by growing a cyst of your own.

Prerequisites: Caster level 1st, Knowledge (religion) 2 ranks.

Benefit: You grow an internal cyst of undead flesh called a mother cyst.

The cyst may be noticeable as a discolored swelling on your skin, if desired.

The mother cyst is slightly painful, but otherwise isn't harmful.

The mother cyst grants you access to a selection of cyst-related spells listed below (and described in Chapter 4 of this book).

You cast these spells like any other spell you can cast, once you host a mother cyst (if you are a caster who prepares spells, you can prepare all necrotic cyst spells without referring to a spellbook, as if you had the Spell Mastery feat for each such spell).

Necrotic Cyst Spells: 1st—*necrotic awareness*; 2nd—*necrotic cyst*, *necrotic scrying*; 3rd—*necrotic bloat*; 4th—*necrotic domination*; 5th—*necrotic burst*; 6th—*necrotic eruption*; 7th—*necrotic tumor*; 8th—*necrotic empowerment*; 9th—*necrotic termination*.

Normal: A creature without this feat cannot cast necrotic cyst spells.

NECROMANTIC MIGHT [GENERAL]

Undead you control gain Benefits when they are near you.

Prerequisite: Necromantic Presence.

Benefit: Whenever undead you control are within 60 feet of you, they are physically inspired by your necromantic aura, and gain a +2 enhancement bonus on their attack rolls and saving throws.

NECROMANTIC PRESENCE [GENERAL]

Undead you control are harder to turn when they are near you.

Benefit: Whenever undead you control are within 60 feet of you, they gain a +4 bonus to their turn resistance.

NECROTIC RESERVE [MONSTROUS]

You are not immediately destroyed when your hit points fall to 0 or lower.

Prerequisites: Cha 13, supernatural ability to drain or damage an ability score or drain energy.

Benefits: Each day that you slake your hunger by draining or damaging a living creature's ability score, or draining a living creature's life force, you gain a necrotic reserve.

On days when you have created a reserve, you are weakened but not destroyed when you are dealt enough damage to reduce your hit points to 0 or lower.

A weakened undead acting on the strength of its necrotic reserve may take a single move action or standard action each round (but not both, nor can it take full-round actions).

It moves at half speed.

Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) immediately expends the necrotic reserve.

Unless the action increased the weakened undead's hit points, it is destroyed.

A weakened undead acting on the strength of its necrotic reserve is also destroyed if it is dealt additional damage after the attack that first weakened it.

An undead may only rely on a necrotic reserve up to once per day, even if it engages in additional feeding following its successful return to positive hit points.

Normal: Undead reduced to 0 hit points or lower are immediately destroyed.

NECROPOTENT [GENERAL]

Your special melee or ranged attack with one type of weapon is especially effective against undead.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 4th.

Benefit: You gain a +4 bonus on all damage rolls you make using the selected weapon type against undead.

Special: A fighter may select Necropotent as one of his fighter bonus feats.

NIMBLE BONES [GENERAL]

Undead you raise or create are faster and more nimble than normal.

Prerequisite: Corpsecrier.

Benefit: Each undead you raise or create with any necromancy spell gains a +4 bonus on initiative checks and a 10-foot increase to its base land speed.

POSITIVE ENERGY RESISTANCE [MONSTROUS]

You are resistant to the damage dealt by positive energy effects.

Prerequisite: Undead type.

Benefit: You gain resistance 10 against positive energy effects, such as *cure* spells.

PROFANE LIFELEECH [DIVINE]

You can channel negative energy to draw the life force from nearby living creatures.

Prerequisite: Ability to rebuke undead.

Benefit: As a standard action, you can spend two of your rebuke attempts to deal 1d6 points of damage to all living creatures within a 30-foot burst.

This effect can't reduce any creature's current hit points to less than 0.

You are healed of an amount of damage equal to the total amount of hit points that you drain from affected creatures, but this healing does not allow you to exceed your full normal hit point total.

Special: This feat deals no damage to constructs or undead.

PROFANE VIGOR [DIVINE]

You can channel negative energy to heal nearby undead allies of physical damage.

Prerequisite: Cha 11, ability to rebuke undead.

Benefit: As a standard action, you can spend one of your rebuke attempts to heal one undead ally within 60 feet 2 hit points of damage per cleric level.

This healing does not allow the affected undead to exceed their full normal hit point totals.

QUICKEN MANIFESTATION [MONSTROUS]

You can manifest from the Ethereal Plane with a moment's thought.

Prerequisite: Ability to manifest from the Ethereal Plane to the Material Plane.

Benefits: Once per round, you can manifest from the Ethereal Plane to the Material Plane as a free action.

Turning ethereal still requires a standard action.

Normal: Without this feat, manifesting from the Ethereal Plane requires a standard action.

QUICKEN TURNING [GENERAL]

You can turn or rebuke undead with a moment's thought.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke undead as a free action. You may still make only one turning attempt per round.

REQUIEM [GENERAL]

Your bardic music affects undead creatures.

Prerequisite: Bardic music class feature, Perform (any) 8 ranks.

Benefit: You can extend the effects of your mind-affecting bardic music and virtuoso's performance abilities so that they influence even the undead.

All bardic music effects on undead creatures have only half the duration they normally would against the living.

Normal: Undead are usually immune to mind-influencing effects.

SACRED VENGEANCE [DIVINE]

You can channel energy to deal extra damage against undead in melee.

Prerequisite: Ability to turn undead.

Benefit: As a free action, spend one of your turn undead attempts to add 2d6 points of damage to all your successful melee attacks against undead until the end of the current round.

SACRED VITALITY [DIVINE]

You can channel positive energy to gain protection from damage to your abilities or your life force.

Prerequisite: Ability to turn undead.

Benefit: As a standard action, you can spend one of your turning attempts to gain immunity to ability damage, ability drain, and energy drain for 1 minute.

SPELL DRAIN [MONSTROUS]

You can cast any spell that you drain from a creature's mind.

Prerequisites: Cha 15, energy drain supernatural ability, Improved Energy Drain, caster level 5th.

Benefits: If you bestow a negative level upon a spellcasting creature, and that creature loses a prepared spell, you gain the ability to cast that spell once (as if you had prepared it).

Treat the spell's effect as if it had been cast by the character who prepared it (including caster level, save DC, and so forth).

You need not have the requisite ability score to cast the spell (for instance, you need not have an Intelligence of 13 or higher to cast a fireball drained from the mind of a wizard).

The spell remains in your mind for up to 1 hour.

You can have a maximum number of stolen spells equal to your Charisma bonus (minimum 1); any spells that you would gain above this number are simply lost.

This feat has no effect on spellcasters who don't prepare spells (such as a sorcerer, who simply loses one spell slot for each negative level bestowed as normal) or who have no spells prepared (such as a fighter, or a wizard who has cast all her spells).

SPURN DEATH'S TOUCH [DIVINE]

You can channel divine energy to remove some of the harmful effects of attacks made by undead creatures.

Prerequisite: Ability to turn undead.

Benefit: As a standard action that does not provoke attacks of opportunity, you can spend one of your turning attempts for the day to touch an ally to heal 1d4 points of ability damage, remove a paralysis effect, or remove a negative level.

You can only use this effect to heal ability damage dealt by an undead creature or remove effects caused by an undead creature.

STITCHED FLESH FAMILIAR [GENERAL]

When you are ready and able to acquire a new familiar, you may choose to gain a stitched flesh familiar.

Prerequisites: Ability to acquire a new familiar, ability to cast three or more necromancy spells.

Benefit: When choosing a familiar, you may choose a stitched flesh familiar.

A stitched flesh familiar appears similar to any of the standard familiars available in the *Player's Handbook*, except that the stitched flesh familiar is obviously sewn together from many different creatures of that kind and, to a practiced eye, is clearly an undead creature.

A stitched flesh familiar is magically linked to its master in the same way as a normal familiar.

A stitched flesh familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual*, except as noted below.

Hit Dice: A stitched flesh familiar has a d12 Hit Die and gains no bonus hit points from Constitution (since it is an undead creature).

For effects that depend upon Hit Dice, use the master's character level or the familiar's normal Hit Dice total, whichever is higher.

Hit Points: Use 1/2 the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is higher.

Saving Throws: For each saving throw, use either the familiar's base save bonus or the master's (as calculated from his character level), whichever is higher.

Familiar Special Abilities: Use the second table in the Familiars sidebar on page 52 of the *Player's Handbook* to determine additional abilities, just as you would for a normal familiar.

Stitched flesh familiars do not grant their masters any of the Benefits that appear on the first table in that sidebar. Instead of the noted special ability, a stitched flesh familiar grants its master the ability to control 4 more Hit Dice of undead than he is normally capable of controlling (both through the rebuke undead ability and through spells such as *animate dead*).

TOMB-BORN FORTITUDE [GENERAL]

The power of undeath taints you, body and soul. Its power has hardened your flesh and given it the foul look of the grave.

Prerequisite: Nongood alignment, Tomb-Tainted Soul.

Benefit: You have a 25% chance to resist critical hits.

When a critical hit or sneak attack is scored against you, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

In addition, you do not risk death from massive damage.

Your skin takes on the pallor and texture of a dead creature of your race.

TOMB-BORN RESILIENCE [GENERAL]

The power of undeath taints you, deadening your mind and body to the effects of mind-controlling magic, poison, and disease.

Prerequisite: Nongood alignment, Tomb-Tainted Soul.

Benefit: You gain a +2 bonus on saving throws made to resist mind-affecting spells and abilities, poison, and disease.

Your nails or claws grow yellow and rotten.

Although this change has no effect on the damage of your unarmed or natural attacks, most individuals find such creatures horrid-looking.

TOMB-BORN VITALITY [GENERAL]

The power of undeath taints you, body and soul.

Its power has removed your need to sleep and eat.

Prerequisite: Nongood alignment, Tomb-Tainted Soul.

Benefit: You do not need to sleep, and you are immune to magic sleep effects.

If you are a spellcaster, you still require 8 hours of uninterrupted rest (but not sleep) to prepare your spells.

In addition, you no longer need to eat.

Your body grows unnaturally thin, your flesh stretching tightly over your bones to give you a freakish, skeletal appearance.

TOMB-TAINTED SOUL [GENERAL]

Your soul is tainted by the foul touch of undeath.

Prerequisite: Nongood alignment.

Benefit: You are healed by negative energy and harmed by positive energy as if you were an undead creature.

This feat gives no other penalties or Benefits of the undead type.

UNDEAD LEADERSHIP [GENERAL]

You gain the service of loyal undead followers.

Prerequisites: Character level 6th, nongood alignment, Knowledge (religion) 1 rank.

Benefit: You attract followers and a cohort as if you had taken the Leadership feat.

Your leadership score is treated as 2 higher than it otherwise would be for the purposes of attracting undead followers and treated as 4 lower than it otherwise would be for the purposes of attracting living followers.

If you choose to attract an undead cohort rather than a living cohort, you can attract an undead cohort with a

maximum effective character level equal to two less than your ECL.

See page 106 of the *Dungeon Master's Guide* for more information on the Leadership feat.

Special: Like the standard Leadership feat, you must check with your DM before selecting this feat, and work with your DM to determine an appropriate cohort and followers for your character.

See the Undead Cohorts and Followers section, below, for more information on choosing an undead creature as a cohort or follower.

UNQUENCHABLE FLAME OF LIFE [GENERAL]

You are hardened to the attacks of the undead.

Benefit: You gain a +2 bonus on all saves against the extraordinary or supernatural abilities of undead creatures.

Special: If you have selected undead as your favored enemy, your bonus on saving throws is instead equal to your favored enemy bonus against undead.

VAMPIRE HUNTER [GENERAL]

Your knowledge of vampires has given you the extraordinary ability to detect subtle signs of their presence and to resist their dominating gaze ability.

Prerequisite: Knowledge (religion) 6 ranks.

Benefits: You can take a move action to unfailingly determine whether a vampire or vampire spawn is within 30 feet of you.

In addition, you are immune to the dominating gaze ability of vampires and vampire spawn.

SIDEBAR FEATS

LEADERSHIP FEAT OPTIONS []

Undead	Level Equivalent	Undead	Level Equivalent
Allip	7th	Wight	7th
Ghast	7th	Zombie	
Ghoul	5th	1 HD	1st
Shadow	6th	2 HD	2nd
Skeleton		3-4 HD	3rd
1 HD	1st	5-6 HD	4th
2 HD	2nd	7-8 HD	5th
3-4 HD	3rd	9-10 HD	6th
5-6 HD	4th	11-12 HD	7th
7-8 HD	5th		
9-10 HD	6th		
11-12 HD	7th		

LORDS OF DARKNESS (3.0)

MAIN SECTION FEATS

ESCHEW MATERIALS [METAMAGIC]

You can cast spells without material components.

Prerequisites: Any other metamagic feat.

Benefit: A spell cast with Eschew Materials can be cast with no material components.

Spells without material components are not affected. Spells with material components having a cost of more than 1 gp are not affected. An eschewed spell uses up a spell slot zero levels higher than the spell's actual level (the same level as the original spell). This feat originally appeared in *Tome and Blood*.

PHALANX FIGHTING [FIGHTER, GENERAL]

You are trained in fighting in close formation with your allies.

Benefit: If you are using a large shield and a light weapon, you gain a +1 armor bonus that stacks with the bonus provided by armor and shield.

In addition, if you are within 5 feet of an ally who is also using a large shield and light weapon and who also knows this feat, you may form a shield wall.

A shield wall provides one quarter cover (+2 to AC and +1 on Reflex saves) to all eligible characters participating in the shield wall.

TATTOO MAGIC [ITEM CREATION]

You can create tattoos that store spells.

Prerequisite: Craft (calligraphy) or Craft (painting) skill, spellcaster level 3rd+.

Benefit: You can create single-use magic tattoos.

You can create a tattoo of any spell of 3rd level or lower that you know and that targets a creature or creatures.

Creating a tattoo takes 1 hour, and it must be inked onto a creature with a corporeal body.

When you create a tattoo, you set the caster level.

The caster level must be sufficient to cast the spell in question and no higher than your own level.

The base price of a tattoo is its spell level \times its caster level \times 50 gp.

To create a tattoo, you must spend 1/25 of this base price in XP and use up raw materials costing half this base price.

When you create a tattoo, you make any choices that you would normally make when casting the spell.

The bearer of the tattoo is the only one who can activate it and is always the target of the spell.

Activating a tattoo requires the creature to touch the tattoo with either hand (the hand does not need to be empty).

Activating a tattoo is a standard action that does not draw an attack of opportunity.

Any tattoo that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the tattoo.

Normally a magic tattoo uses a magic item space on the creature's body.

For example, a creature with a tattoo on one of its hands could not gain the benefits from a magic glove on that hand.

Likewise, a creature with a magic tattoo on its back does not receive the benefits of a magic cloak, cape, or mantle.

In effect, the magic tattoo is always the first item "worn" on that part of the body, negating the effects of all other items.

A tattoo can be created that does not use a magic item space, but the base price of such a tattoo is double the normal value.

A magic tattoo can be erased with an *erase* spell as if it were magic writing.

Failing to erase the tattoo does not activate it.

LORDS OF MADNESS (3.5)

MAIN SECTION FEATS

ABERRATION BANEMAGIC []

You can cast spells that do additional damage to aberrations.

Benefit: When you cast a spell that deals damage to an aberration, you deal an extra 2d6 points of damage.

A single spell can never gain this extra damage more than once per casting.

For instance, a fireball deals the extra damage to all aberrations in the area it affects.

However, if a 3rd-level wizard casts *magic missile* and produces two missiles, only one of them (of the wizard's choice) gains the extra damage, whether or not both missiles are directed at the same aberration or two different aberrations.

If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by you do not gain any benefit from Aberration Banemagic.

Scrolls activated by you also gain no benefit from Aberration Banemagic.

The same is true for most other magic items, such as wands and potions.

However, staffs activated by you use not only your caster level but also gain the benefit of this feat, if applicable.

If the spell allows a saving throw, the DC of the saving throw increases by 2.

The additional damage dealt by this spell is either halved on a successful saving throw or negated entirely, depending on how the regular damage dealt by the spell is affected by a successful saving throw.

ABERRATION BLOOD [ABERRANT]

One of your ancestors was an aberration and has passed the taint of its aberrant physiology down through the generations to you.

This taint manifests physically in your appearance in some noticeable way.

Prerequisite: Humanoid.

Benefit: You gain a physical feature that grants you a racial bonus on one type of check; once you select the check to which this bonus applies (as well as the corresponding feature) you cannot change it later. The bonus must be chosen from the following list:

Aberrant Feature	Benefit
Bulging eyes	+2 bonus on Spot checks
Flexible limbs	+2 bonus on Grapple checks
Segmented eyes	+3 bonus on Search checks
Slimy skin	+4 bonus on Escape Artist checks
Sticky fingers	+3 bonus on Climb checks
Tail	+4 bonus on Balance checks
Webbed hands	+4 bonus on Swim checks

Special: You can select this feat more than once. Each time you select this feat, choose a different aberrant feature and gain the bonus associated with it.

ABERRATION WILD SHAPE [ABERRANT]

Most druids detest aberrations and think of them as outside nature, but some view them simply as examples of nature from an extreme and alien world.

Thanks to your heritage, you are one of these latter, and have learned to channel your inhuman bloodline into your shapeshifting power.

Prerequisites: Aberration Blood, wild shape ability.

Benefit: You can use your wild shape ability to assume the form of an aberration.

This otherwise functions identically to your normal wild shape ability.

The size of the aberration is limited by the size of animal you can normally assume the shape of with wild shape.

AQUATIC SPELLCASTING []

You know how to cast spells that work equally well in or out of water.

Benefit: Water does not impede your spells.

Creatures partially or completely submerged do not gain cover or total cover when you cast a spell from outside the water.

The surface does not block line of effect for any spell, including spells with the fire descriptor.

You need not make a Spellcraft check to cast a fire spell underwater.

Normal: Partially or completely submerged creatures gain improved or total cover against attacks from land. The water surface blocks line of effect for fire spells. Fire spells do not function underwater unless the caster succeeds on a Spellcraft check (DC 20 + spell level).

BESTIAL HIDE [ABERRANT]

Your skin is thicker, scallier, or furrier than normal.

Prerequisite: Aberration Blood.

Benefit: Your natural armor bonus to AC improves by 1 for every two aberrant feats you possess.

DARKSTALKER []

You have learned how to stalk and surprise creatures whose senses are very different from those of a humanoid.

Benefit: When you hide, creatures with blindsense, blindsight, scent, or tremorsense must make a Listen check or a Spot check (whichever DC is higher) to notice you, just as sighted creatures would make Spot checks to detect you. You cannot hide in plain sight unless you have that ability as a class feature.

In addition, you can flank creatures that have the all-around vision special quality.

Normal: Creatures with these senses do not need to make Spot or Listen checks to notice other creatures within range.

Creatures with all-around vision can't be flanked.

DEEPSPAWN [ABERRANT]

The abnormalities of your aberration-tainted heritage grow more pronounced.

Your body undergoes a shocking degeneration into something that is strikingly inhuman.

Prerequisites: Aberration Blood, one other aberrant feat.

Benefit: Two short but powerful tentacles sprout from your waist.

You gain two tentacle natural attacks that each deal 1d4 points of damage (for a Medium creature) plus your Strength modifier.

The tentacle attacks are treated as primary weapons.

You can attack with weapons and also make tentacle attacks, but your tentacle attacks are treated as secondary weapons: The attacks are made with a -5 penalty on the attack roll, and you add only 1/2 your Strength bonus to the damage roll.

You gain a +2 racial bonus on grapple checks.

DURABLE FORM [ABERRANT]

You are much more resilient than the fragile humanoids that do not share your aberrant heritage.

Prerequisite: Aberration Blood.

Benefit: You gain 2 hit points for each aberrant feat you have.

INHUMAN REACH [ABERRANT]

Your arms elongate, allowing you to touch the floor with your hands.

In addition, you can bend them in strange and unnatural ways.

The arms may vary in appearance, perhaps seeming scaly and snake-like, or slimy like tentacles; conversely, they may resemble normal but longer arms with a second elbow joint.

Unless you wear a large cloak to conceal these deformities, you are disturbing to behold.

Prerequisite: Aberration Blood.

Benefit: You gain an additional 5 feet of reach.

For most Small and Medium creatures, this benefit increases natural reach to 10 feet.

If you already have a reach of more than 5 feet for some reason, this feat extends your reach by another 5 feet.

As described on page 112 of the *Player's Handbook*, a reach weapon doubles your normal reach; for example, if you have this feat and you wield a longspear, you can attack targets 15 or 20 feet away.

Your elongated arms also grant you a +2 bonus on Climb checks.

Special: Due to the disfigured nature of your new limbs, you take a -1 penalty on all melee attack rolls.

INHUMAN VISION [ABERRANT]

You possess the inhuman eyes of some strange creature. They might look segmented or larger or without pupils.

You might even have eyestalks.

Prerequisite: Aberration Blood.

Benefit: You gain a racial bonus on Spot checks equal to the number of aberrant feats you possess.

The range of your darkvision improves by 5 feet for every aberrant feat that you possess.
If you do not already have darkvision, you gain darkvision out to 5 feet for each aberrant feat you possess.

MUSIC OF THE OUTER SPHERES []

You can use your bardic music to create discordant, insane sounds.

This music is particularly effective against aberrations, and can sicken them, vitalize them, or fill them with lethargy.

Prerequisites: Perform (any) 11 ranks, bard level 9th.

Benefit: You can now use the following additional bardic music abilities.

Lull Aberration (Sp): You must target a single aberration within 30 feet with this ability.

You can target an additional aberration for every three bard levels above 9th that you possess.

A targeted aberration must make a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) or become lethargic and partially hypnotized by the discordant sounds of your performance.

Affected aberrations are *slowed*, as per the spell.

Sicken Aberration (Sp): Any aberration within a 30-foot spread centered on you must make a Fortitude saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) or become sickened for as long as you continue to use this ability.

If an aberration makes this saving throw, it does not have to make another saving throw to avoid becoming sickened unless you activate this ability again.

Vitalize Aberration (Sp): All aberrations within a 30-foot spread centered on you gain a +2 morale bonus to all special attack and spell-like ability save DCs and a +1 dodge bonus to Armor Class.

OCULAR SPELL [METAMAGIC]

Your study of the terrible powers of the beholder has given you insight into new ways to prepare and cast spells.

Prerequisites: Knowledge (dungeoneering) 4 ranks, two or more eyes.

Benefit: You can cast a spell with a casting time of 1 full round or less as an ocular spell.

An ocular spell does not take effect immediately, but is instead held in one of your eyes for up to 8 hours.

You can store only two ocular spells in this fashion, even if you have more than two eyes.

Only ray spells and spells with a target other than personal can be cast as ocular spells.

When you choose, you can then cast both of the ocular spells as a full-round action; the spells become brilliant blasts that shoot out from your eyes.

You can choose different targets for the two ocular spells.

When you release an ocular spell, its effect changes to a ray with a range of up to 60 feet.

If the spell previously would have affected multiple creatures, it now affects only the creature struck by the ray. You must succeed on a ranged touch attack to strike your target with an ocular spell, and the target is still permitted any saving throw allowed by the spell.

Example: Ferno, an 11th-level wizard with the Ocular Spell feat, could prepare two scorching ray spells as ocular spells, casting them at the beginning of the day.

In combat, he can take a full-round action to fire off both scorching ray spells.

He can fire each spell at a different target, and he gets all three rays from each spell.

An ocular spell uses up a spell slot two levels higher than the spell's actual level.

PARRYING SHIELD []

You have studied advanced techniques for battling foes whose attacks normally bypass armor.

You use your shield to block or deflect rays and other touch attacks.

Prerequisite: Shield proficiency.

Benefit: You gain your shield bonus (and the shield's enhancement bonus, if any) as an addition to your touch AC.

Special: A fighter can select Parrying Shield as one of his fighter bonus feats (see *Player's Handbook* page 38).

QUICK RECOVERY []

It's hard to keep you down for long.

You have a talent for shaking off effects that leave others unable to act.

Benefit: Whenever you begin your turn stunned or dazed, you can make a new saving throw at the original DC of the effect that stunned or dazed you in an attempt to recover.

Recovering from being stunned or dazed in this way is a move action.

If the effect that caused you to become stunned or dazed did not allow a saving throw, you can recover by succeeding on a Will save (DC 10 + 1/2 HD or caster level of originator of effect + relevant ability modifier, or Cha modifier if there is not an obvious ability linked to the effect).

Normal: You are stunned or dazed as long as the effect calls for, and do not have an opportunity to recover early.

SCAVENGING GULLET [ABERRANT]

The taint of the aberration in your blood has gifted you with the ability to gain nourishment from things that others would never consider as food.

Prerequisite: Aberration Blood.

Benefit: You gain nourishment from eating any organic material, despite its freshness or source.

You gain a +4 racial bonus on Fortitude saves to resist the effect of ingested poisons, as well as on Fortitude saves to resist diseases caused by ingested substances (such as spoiled food).

STARSPAWN [ABERRANT]

Your abnormal body and heritage has become more pronounced.

You grow membranous wings and are comfortable in extreme elevations.

Prerequisites: Aberration Blood, one other aberrant feat.

Benefit: You gain a fly speed (with average maneuverability) equal to one-half your base land speed (round down to the nearest 5-foot increment).

You can use your flight for a number of consecutive rounds equal to 1 + your Constitution modifier (minimum 1 round); between these uses you cannot fly for 1 round. You gain resistance to cold 5. You are immune to altitude fatigue and altitude sickness.

THRALL BRED []

You were spawned in the breeding pits of the mind flayers or the beholders.

You were bred for unusual strength, hardiness, and loyalty to your unhuman masters, and you can now choose to bestow your loyalty on other worthy masters.

Prerequisites: Humanoid, Con 13.

Benefit: When you are within 30 feet of the individual you have designated as your special charge, you gain a +1 morale bonus on damage rolls and saving throws. If your special charge is not within 30 feet, or is dead or incapacitated, you take a -2 morale penalty on damage rolls and saving throws.

You can designate a special charge only once per month. If your charge dies or abandons you, you take the morale penalty until you have the opportunity to choose a new charge (or choose to have no special charge at all).

Your charge must have more Hit Dice than you.

WARPED MIND [ABERRANT]

Your tainted form has altered the physical nature of your brain, making you resistant to mental effects and more capable of unleashing the power of your mind on others.

Prerequisite: Aberration Blood.

Benefit: You gain a racial bonus on Will saves against mind-affecting spells and abilities equal to one-half the number of aberrant feats you possess.

You gain 1 psionic power point for each aberrant feat you possess.

WATERSPAWN [ABERRANT]

Your abnormal body and heritage has become more pronounced.

You have prominent fins and are supremely well adapted to the icy deeps.

Prerequisites: Aberration Blood, one other aberrant feat.

Benefit: You gain a Swim speed equal to your land speed. This also grants you a +8 racial bonus on Swim checks, the ability to take 10 on any Swim check, and the ability to use the run action while swimming.

You gain resistance to cold 5.

You can breathe air and water with equal ease.

WILD TALENT []

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats (see the Expanded Psionics Handbook). You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

ABOLETH FEATS

CRAFT ABOLETH GLYPH [ITEM CREATION]

An aboleth with this feat can create magic glyphs that store spells or have specialized effects of their own.

Prerequisites: Aboleth, caster level 5th.

Benefit: The creature can create a permanent glyph of warding effect that automatically recharges and replenishes its own energy after a short period of inactivity after it is triggered.

Crafting an aboleth glyph takes one day for each 1,000 gp in its base price.

The base price of an aboleth glyph is its caster level × spell level × 1,000 gp.

To create the glyph, the creature must spend 1/25 of the base price in XP and use up raw materials costing one-half of the base price.

A newly created glyph functions exactly as if the creature had cast glyph of warding on the affected area, except that the glyph automatically reappears 1 minute after it is discharged.

Similarly, if the glyph is dispelled, it reforms as good as new 1 minute later.

An aboleth glyph can be destroyed only in the same manner that a magic item can be destroyed—

Mordenkainen's disjunction, physical destruction of the glyph, and so on.

Alternatively, the aboleth can create a master glyph.

Each master glyph is a unique glyph with specific effects and base costs; several sample master glyphs are detailed later in this chapter.

DEATH FRENZY []

When an aboleth takes this feat, its sense of immortality rebels against the very concept of death.

If threatened with death, the creature becomes frenzied with speed and fury.

Prerequisites: Aboleth, Diehard, Endurance.

Benefit: If the aboleth is reduced to fewer hit points than its total Hit Dice, it automatically enters a death frenzy.

Entering this state is an immediate action; the aboleth can enter a death frenzy even when it's not its turn.

While in a death frenzy, the aboleth cannot cast spells, use spell-like abilities, or use supernatural special attacks.

When an aboleth enters a death frenzy, it gains a +4 morale bonus to its Strength and Dexterity, and the threat range for all its natural attacks doubles.

When it makes a full attack, it can make one additional attack each round at its highest base attack bonus.

Its land speed increases by 10 feet, and its swim speed increases by 20 feet.

Finally, it gains fast healing 2.

A death frenzy lasts until the creature is killed or until its hit points rise enough to equal or exceed its total number of Hit Dice.

Upon emerging from a death frenzy, the creature immediately takes 1d4 points of Strength damage.

ENLARGE MUCUS CLOUD []

An aboleth with this feat can extend its mucus cloud into a wider area.

Prerequisites: Aboleth, Con 20.

Benefit: The aboleth's mucus cloud extends to fill an area equal to its natural reach (a 10-foot radius for most aboleths).

Normal: The aboleth's mucus cloud has a radius of only 1 foot.

Special: On land, the aboleth's mucus cloud becomes a mucus puddle of an equal radius.

The mucus can affect other beings in contact with the puddle (including any that move through it using their base land speed), but beings that jump or fly over it, or otherwise avoid the puddle, are safe.

MEMORY EATER []

An aboleth with this feat is particularly adept at extracting memories and knowledge from the bodies of those it consumes.

Prerequisites: Aboleth, Cha 21.

Benefit: The aboleth processes and remembers countless memories of those it has eaten.

It can make untrained skill checks in any skill, including those in which it has no ranks and that normally cannot be used untrained.

Normal: Aboleths receive only random flashes of memory that quickly fade while eating the flesh of an intelligent creature.

POWERFUL BITE []

An aboleth with this feat develops jaws that are much more muscular than normal, allowing it to bite more efficiently.

Prerequisites: Aboleth, Str 28, Weapon Focus (bite).

Benefit: An aboleth with this feat gains a natural bite attack that deals 2d6 points of damage plus half its Strength modifier.

If the aboleth makes a full attack, this bite attack is a secondary attack and is made with a -5 penalty on the attack roll.

Normal: The aboleth's bite attack is an unarmed strike that takes a full-round action to use and deals 1d4 points of damage on a hit.

QUICKSLIME []

The slime attack of an aboleth with this feat is particularly fast and difficult to resist.

Prerequisites: Aboleth, Ability Focus (slime).

Benefit: The save DC of the creature's slime attack gains a +2 bonus; this stacks with the bonus granted by the Ability Focus (slime) feat.

Further, the transformation process takes only 1d4+1 rounds to affect the victim's skin.

Normal: The transformation process takes 1d4+1 minutes.

REACH BITE []

An aboleth with this feat can extend its jaws and esophagus out from its body to make attacks beyond its normal reach.

Prerequisites: Aboleth, Str 28, Powerful Bite, Weapon Focus (bite).

Benefit: The creature's reach with its bite attack extends by an additional 5 feet.

Normal: The creature's bite attack has a reach equal to its standard reach (10 feet for most aboleths).

THICKEN MUCUS []

An aboleth with this feat can produce mucus that is thicker than normal, and other creatures find it difficult to swim through.

Prerequisites: Aboleth, Con 22, Enlarge Mucus Cloud.

Benefit: Creatures within range of the mucus cloud have their swim speed reduced by half if they start their movement in the cloud.

Additionally, all creatures in melee with this aboleth take a -1 penalty on attack rolls, Armor Class, and Reflex saving throws.

Aboleths, skum, and creatures transformed by an aboleth's slime attack are unaffected by Thicken Mucus and can move through the cloud without penalty.

Special: When on land, this ability affects only nonaboleth (or nontransformed creatures) that walk through the mucus puddle.

The land speed of these creatures is reduced by half, and their swim speed is not affected.

Flying creatures are not affected.

Freedom of movement negates these penalties.

TOXIC MUCUS []

An aboleth with this feat can produce mucus that is poisonous to other creatures.

Prerequisites: Aboleth, Con 22, Enlarge Mucus Cloud, Thicken Mucus.

Benefit: Any creature that comes in contact with the mucus cloud becomes poisoned.

The creature must make a successful Fortitude save (DC 10 + half the aboleth's Hit Dice + Con modifier) or take 1d4 points of Dexterity damage.

One minute later, the creature must save again against the same DC or take another 1d4 points of Dexterity damage.

Creatures that remain in the mucus cloud for multiple rounds must make additional saving throws each round. Aboleths, skum, and creatures transformed by an aboleth's slime attack are immune to the effect of Toxic Mucus and can move through the cloud without penalty.

Special: When on land, this ability affects only nonaboleth (or nontransformed creatures) that walk through the mucus puddle; flying creatures are not affected.

An aboleth must replenish its mucus constantly to maintain the poisonous qualities.

Samples taken from the aboleth retain their toxic qualities for only 1 minute.

BEHOLDER FEATS

AGILE TYRANT []

A creature with this feat develops longer, more flexible eyestalks than its kin.

This extra flexibility allows it to bring additional eye rays to bear against its foes.

Prerequisite: True beholder or beholderkin.

Benefit: The creature can direct an extra eye ray into a single 90-degree arc.

BANE OF THE UNCLEAN []

A creature with this feat hates aberrant beholders so strongly that it gains bonuses when fighting them.

Prerequisite: True beholder or must have aberration as a favored enemy.

Benefit: The creature gains a +2 morale bonus on attack rolls, weapon damage rolls, touch Armor Class, and saving throws when fighting a beholderkin.

Special: If the creature is a true beholder, the Benefits of this feat apply to other true beholders as well as to beholderkin.

DISINTEGRATION FINESSE []

A creature with this feat can use disintegrate effects to affect smaller, more exacting areas.

Prerequisites: Dex 13, ability to cast disintegrate as a spell or use it as a spell-like or supernatural ability.

Benefit: When the creature uses disintegrate on a target, it can elect to disintegrate only portions of the target. Against living targets, it still does the normal amount of damage, but any parts of the target it wishes to spare remain unaffected by the spell.

The creature could, for example, disintegrate only a target's skeleton, leaving its skull untouched.

It also can voluntarily reduce the amount of damage dealt. Against nonliving targets, the creature can use disintegrate to sculpt and reshape the object in any manner desired, as long as the result is no larger in volume or size than the original object.

The quality of the result is determined by a Craft (sculpting) check.

Normal: A disintegrate effect destroys all of a slain creature, an entire object, or one 10-foot cube of nonliving matter.

Special: If your campaign uses the Damage to specific Areas variant rule on page 27 of the *Dungeon Master's Guide*, a creature with this feat can disintegrate a single part of a target's body, such as its hand, arm, head, eyes, ears, feet, legs, and so on, as long as the target is not killed outright by the damage caused by the spell.

DISJUNCTION RAY []

A beholder with this feat can narrow its antimagic cone down to an eye ray that disjoins magic.

Prerequisites: Cha 19, Focused Antimagic, beholder with functional antimagic ability.

Benefit: As a standard action, the creature can reduce the cone-shaped area of effect of its central eye's antimagic cone down to a razor-thin eye ray.

If the creature hits a magical effect or magic item with this narrowed eye ray, it disjoins the effect or item as if it had cast *Mordenkainen's disjunction* on the effect or item. Beholders avoid using this narrowed ray on magic items since the destruction of a magic item also destroys a potential source of magic that could be used to charge their dweomer-lobes.

FOCUSED ANTIMAGIC []

A beholder with this feat can focus the antimagic of its central eye to target a single person or object.

Prerequisite: Beholder with functional antimagic ability.

Benefit: The creature can reduce the cone-shaped area of effect of its central eye to target a single creature or object. The target must be within range of its normal cone-shaped effect (150 feet).

METARAY []

A beholder with this feat can apply the effects of metamagic feats to its eye rays.

Prerequisites: True beholder or beholderkin, at least one metamagic feat.

Benefit: Once per round, as a standard action, the creature can enhance one of its eye rays with the effect of a metamagic feat that it possesses.

Enhancing an eye ray in this manner burns the eyestalk out for a number of rounds equal to the amount by which the metamagic would normally increase a spell level. Since firing an eye ray that hasn't been enhanced with metamagic is a free action, the creature still can use its other eye rays in a round in which it enhances one ray with metamagic.

For example, if a beholder had the Maximize Spell feat and the Metaray feat, it could take a standard action to fire a maximized inflict moderate wounds eye ray that would cause 26 points of damage on a hit.

Its inflict moderate wounds eyestalk would then not be usable for the next 3 rounds.

Special: The creature cannot use this ability with a metamagic feat that would increase the level of a spell by more than three levels.

SKILLED TELEKINETIC []

A creature with this feat becomes so skilled with its telekinesis ability that it can manipulate and use magic items via telekinesis.

Prerequisite: Ability to use telekinesis as a supernatural ability.

Benefit: As a standard action, the creature can use its telekinetic power to trigger a command word, spell completion, or spell trigger magic item as long as the item is unattended and the creature would normally utilize the item when holding it.

The magic item must be within reach of the creature's telekinesis ability, the creature must have line of sight with its target, and the creature must have line of effect between the magic item and the target.

The item must otherwise fulfill all the requirements for manipulating an object via telekinesis (such as weight).

GRELL FEATS

GRELL ALCHEMY [ITEM CREATION]

A creature that has this feat has studied the alien and disturbing arcane lore of the grell, and understands the magical and physical laws by which their spells and devices function.

Prerequisites: Int 13, Knowledge (dungeoneering) 3 ranks, caster level 1st.

Benefit: A creature with this feat can create grellcraft items, including lightning lances.

Its spells are partially based on obscure physical laws, as opposed to magic alone, and therefore gain a +2 bonus on spell penetration checks.

They are also more difficult to identify or dispel.

Spellcraft checks made to identify the spells and caster level checks made to dispel the spells are made with a -2 penalty unless the identifier also knows this feat.

SIDEBAR FEATS

CRAFT PSIONIC SEAL []

A creature with this feat can create psionic glyphs or symbols that hold spells or psionic powers until triggered.

Prerequisites: Int 15, psionic ability (spell-like abilities described as psionics, psi-like abilities, or psionic powers), caster level or manifester level 7th.

Benefit: A creature can cast or manifest any arcane spell or psionic power it has access to as a psionic seal.

If it is creating a psionic seal of an arcane spell, it must have prepared the spell to be scribed and must provide any material components or focuses the spell requires.

If casting the spell or manifesting the power would reduce the creature's XP total, it pays that cost upon beginning the seal in addition to the XP cost for making the seal itself. Likewise, material components are consumed when the creature begins scribing the seal, but focuses are not.

A single object of Medium size or smaller can hold only one psionic seal.

A larger object can hold one seal per 100 square feet of surface area.

A creature can also scribe a psionic seal on a willing creature, but a creature can hold only one psionic seal at a time; any additional seals inscribed on that creature automatically fail.

A psionic seal has a price equal to its spell or power level \times caster or manifester level \times 50 gp.

(A 0-level spell or power counts as 1/2 level).

The creature crafting the seal must spend 1/25 of the price in XP and use up raw materials costing one-half the price to inscribe the seal.

GRAFT FLESH [ITEM CREATION]

You can apply a certain type of graft to other living creatures or to yourself.

Prerequisite: Heal 10 ranks.

Benefit: Choose a type of graft: aboleth, illithid, or silthilar.

You must be an aboleth to choose aboleth grafts.

You must be an illithid to choose illithid grafts.

There are no additional requirements for choosing silthilar grafts.

Other races aside from these three can create grafts; see the *Fiend Folio* for beholder, fiendish, undead, and yuan-ti grafts.

You can create grafts of your chosen type and apply them to other creatures or to yourself.

Creating a graft takes one day for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half this price.

SPIT POISON []

A creature with this feat can spit its poison as a ranged touch attack.

Prerequisites: Base attack bonus +3, Ability Focus (poison), Dex 17, poison special attack delivered by bite.

Benefit: As a standard action, the creature can spit its poison at a single target within 30 feet.

The creature must succeed on a ranged touch attack to hit with its poison.

The poison affects a hit target just as if the creature had succeeded on a bite attack.

The poison is somewhat weakened when spit out, and the poison's save DC is reduced by 2.

LOST EMPIRES OF FAERÛN (3.5)

MAIN SECTION FEATS

ARCANE MANIPULATION []

You are learned in the arcane ways of Netheril, where masters of magic once molded and shaped arcane energy to their own will.

Prerequisite: Wizard level 1st.

Benefit: When you prepare spells, you can break down up to three existing arcane spell slots to create a specified number of lower-level spell slots.

(A 0-level spell counts as 1/2 level for this purpose, so a 1st-level spell slot could be broken into two 0-level spell slots).

The sum of the levels of all the new spell slots must equal the level of the original.

The number of spell slots you can create in this manner is otherwise unlimited.

Spell slots that you break down into multiple lower-level slots remain that way until the next time you prepare spells, at which time you can choose to restore your spell slots to normal or break them up again.

Normal: A character can always choose to use a higher-level spell slot to prepare a lower-level spell, but any "remainder" spell levels are lost.

ARCANE TRANSFIGURATION []

Drawing upon forgotten lore, you broaden your arcane studies and master a school of magic previously prohibited to you.

Prerequisites: Item Reprieve, Spell Reprieve, specialist wizard level 10th.

Benefit: Choose a school of magic that was previously prohibited to you because of your arcane specialization. You can now learn and cast spells from that school normally, as if you were not a specialist wizard.

Special: You can select this feat only once.

The school you choose must be one for which you have already taken both the Spell Reprieve and the Item Reprieve feats.

CHANNEL CHARGE []

You can power a charged magic item with your own magical ability.

Prerequisites: Use Magic Device 5 ranks, ability to cast 4th-level spells.

Benefit: When you use a spell trigger magic item with charges (such as a wand or a staff), you can make a Use Magic Device check (DC 15 + the item's caster level).

If you succeed, you can sacrifice a spell slot or prepared spell instead of using a charge.

The spell slot or spell sacrificed must be one level higher than the level of the desired effect from the item.

If the check fails, both your spell slot (or prepared spell) and 1 charge from the item are expended.

CORMANTHYRAN MOON MAGIC []

You have mastered the ancient elven techniques of drawing power from Sehanine Moonbow's light.

Prerequisites: Knowledge (history) 4 ranks, ability to cast 3rd-level spells.

Benefit: When you cast a spell under moonlight, your effective caster level increases by 2.

This feat provides no benefit when the moon is not visible (during the day, underground, during a new moon, or the like).

CRAFT SCEPTER [ITEM CREATION]

You know the ancient Netherese secret of creating magic scepters—devices that can contain much more powerful spells than a magic wand can.

Prerequisite: Knowledge (history) 4 ranks, caster level 9th.

Benefit: You can create a scepter that holds any spell of 7th level or lower that you know.

Unlike a magic wand, a scepter can contain up to two spells, each of which has a cost in charges to use.

Both spell effects draw from a common pool of charges, so they can be used in any combination.

Crafting a scepter takes one day for each 1,000 gp in its base price.

The base price of a scepter is its caster level × the spell level × 750 gp for the highest-level spell included, plus the caster level × the spell level × 375 gp for the second spell, if any.

To craft a scepter, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this amount.

A newly created scepter has 50 charges.

Any scepter that stores a spell with a costly material component or an XP cost also carries a commensurate cost.

In addition to the cost derived from the base price, you must expend fifty units of the material component or pay fifty times the XP cost.

See page 153 for more information on scepters.

FAMILIAR CONCENTRATION []

In the tradition of Narfell's ancient summoners, your familiar can concentrate to maintain spells for you.

Prerequisites: Improved Familiar, caster level 9th.

Benefit: When you cast a spell requiring concentration, you can designate your familiar as the "concentrator".

At any time during the spell's duration, you can hand over control of it to your familiar as a free action, provided the creature is within 5 feet of you and its Intelligence score is at least 10 + the level of the spell.

The familiar then concentrates to maintain and direct the spell just as you would.

You cannot take back control of a spell once you have transferred it to your familiar.

GODSIGHT [REGIONAL]

You enjoy the special blessing of a deity of the Mulhorandi pantheon, who has granted you unerring powers of perception.

Prerequisites: Cha 13, Mulhorandi (aasimar, human [Mulan] or tiefling), Mulhorand region.

Benefit: You gain the following spell-like abilities, each usable three times per day: *detect evil*, *detect magic*, *detect poison*, *detect undead*, *read magic*.

Your caster level equals your character level.

When you take this feat, you can choose *detect chaos*, *detect good*, or *detect law* instead of *detect evil*.

Special: You can take this feat only as a 1st-level character.

GREENBOUND SUMMONING []

You are learned in a long-forgotten manner of summoning once practiced by the Eaerlanni elves of the High Forest. Creatures answering your call are automatically imbued with the powers of the forest.

Prerequisite: Ability to cast any *summon nature's ally* spell.

Benefit: All animals that you summon using *summon nature's ally* acquire the greenbound template (see page 173) for as long as the summoning spell lasts.

ITEM REPRIEVE []

You learn how to use items from a school of magic previously prohibited to you.

Prerequisite: Spell Reprieve, specialist wizard level 5th.

Benefit: Choose one of the schools of magic that was previously prohibited to you because of your arcane specialization.

You now can use spell completion and spell trigger magic items from that school normally, as if you were not a specialist wizard.

Special: The school you select must be one for which you have already taken the Spell Reprieve feat.

JERGAL'S PACT []

You have made a bargain with Jergal, seneschal to the god of death.

Although Myrkul, Cyric, and most recently Kelemvor have all served as the god of death, each has honored these pacts.

Prerequisites: Knowledge (history) 4 ranks, Great Fortitude.

Benefit: You gain a +2 bonus on saves to resist gaining negative levels or to remove them.

If the effect that bestowed a negative level allows a Fortitude save to remove it, you can choose to attempt it after only 1 hour.

(You can also choose to wait the usual amount of time before attempting the save).

Normal: You make saving throws to remove negative levels 24 hours after gaining them.

MULTILINGUAL []

You have an uncanny knack for languages.

Prerequisites: Int 15.

Benefit: You know three more languages than you normally would.

Your choices for these extra tongues are not restricted to your racial or regional list of bonus languages, though you still can't select secret languages such as Druidic unless you belong to the race or class in question.

Furthermore, Speak Language is always a class skill for you, and you receive a +2 bonus on all Decipher Script checks.

Special: You can take this feat only as a 1st-level character.

NETHERESE BATTLE CURSE []

You can channel your own arcane energy into a powerful curse upon those who dare to face you in battle.

Prerequisites: Knowledge (history) 4 ranks, Power Attack, arcane caster level 1st.

Benefit: By giving up an arcane spell slot or prepared spell before making an attack roll, you can perform a battle curse as a melee attack.

You gain a bonus on the attack roll equal to the level of the spell or spell slot so sacrificed.

If your attack hits, the target must succeed on a Will save (DC 10 + level of spell or slot expended + your Cha modifier) or take a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 minute.

The effects of multiple battle curses don't stack, and any foe that successfully resists your battle curse cannot be affected by it again for 24 hours.

Any effect that dispels or removes a curse eliminates the battle curse.

Your caster level equals your character level for this purpose.

SERVANT OF THE FALLEN []

You keep alive the worship of a deity who has died or vanished.

Your faith in this fallen deity allows you to wield divine magic in his or her name.

Prerequisites: Cleric level 1st, dead or forgotten god (for example, Amaunator, Bhaal, Moander, or Myrkul) as patron deity.

Benefit: You can name a dead god as your patron deity and still receive your cleric spells normally.

In addition, you can call upon the universal remnant of your deity's power once per day to gain a +1 luck bonus on any single die roll.

You can also be raised or resurrected normally.

Normal: Dead or fallen deities cannot grant cleric spells, so clerics who choose such patrons do not normally receive spells.

Characters who do not worship active gods in Faerûn suffer the fate of the Faithless in the Fugue Plane after death.

Special: You can take this feat only once.

Choosing this feat changes your patron from your previous deity to the dead or forgotten deity of your choice, and you take no penalties for making this change.

If you later choose a different patron deity, you lose the benefit of this feat, but your new patron may grant you spells just as he or she would for any other cleric.

See Ancient Deities, page 41, for a list of notable dead gods, their alignments, and their domains.

SPELL REPRIEVE []

Your studies of the less restrictive arcane traditions of old allow you to cast one spell from a prohibited school.

Prerequisites: Knowledge (history) 2 ranks, specialist wizard level 1st.

Benefit: Choose a spell from one of your prohibited schools of a level that you can cast.

You can now learn and prepare that spell normally.

Special: You can take this feat multiple times, each time choosing a new spell from any of your prohibited schools.

TRAPMASTER []

You have studied the funereal architecture and lethal traps of a dozen long-dead cultures.

Your familiarity with ancient tombs, vaults, and other such sites has instilled in you an uncanny knack for avoiding traps.

Prerequisites: Int 13, trap sense +2.

Benefit: The bonus for your trap sense ability increases by 4.

In addition, you gain a +2 bonus on all Disable Device checks.

WOUNDING SPELL [METAMAGIC]

Because you have studied the cruel arts of the Athalantan magelords of old, you know how to cast spells that cause terrible, bleeding wounds.

Prerequisites: Knowledge (history) 4 ranks, Empower Spell.

Benefit: When affected by this feat, a spell that deals damage to a creature also inflicts a bleeding wound that does not heal normally.

On each subsequent round, the victim loses 1 hit point at the beginning of your turn.

The continuing hit point loss can be stopped with a Heal check (DC equal to the spell's save DC, or the save DC it would otherwise have in the case of a spell with no save), a cure spell, or a heal spell.

You cannot apply this feat to a spell that does not deal damage (such as *charm person* or *baleful polymorph*).

A wounding spell occupies a spell slot two levels higher than the spell's actual level.

SIDEBAR FEATS

SPELL MANTLE []

You can create a mantle from the contingent spells you carry.

Prerequisites: Craft Contingent Spell, Knowledge (arcana) 5 ranks, Knowledge (history) 2 ranks.

Benefit: You can use a standard action to activate a particular contingent spell you carry as a spell-like ability, even if the conditions specified for its activation have not been met.

Normal: When you create a contingent spell, you must specify a condition or event that will trigger the effect, much like the *contingency* spell.

MAGIC ITEM COMPENDIUM (3.5)

SIDEBAR FEATS

SANCTIFY RELIC [ITEM CREATION]

You can create magic items that are imbued with a connection to your deity.

Prerequisite: Any other item creation feat.

Benefit: You can craft relics—magic items that rely on a divine connection to a specific deity to function.

TRUE BELIEVER []

Your deity rewards your unquestioning faith and devotion.

Prerequisite: Must choose a single deity to worship. Must be within one step of that deity's alignment.

Benefit: Once per day when you are about to attempt a saving throw, you can declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity you worship without sacrificing a spell slot.

MAGIC OF FAERÛN (3.0)

MAIN SECTION FEATS

ATTUNE GEM [ITEM CREATION]

You can magically imbue gems to hold a spell until triggered.

Prerequisite: Intelligence 13+, Craft (gemcutting) skill, arcane spellcaster level 3rd+.

Benefit: You can store an arcane spell in a gem.

You must have the spell available to cast (prepared if you must prepare spells; known otherwise) and must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay the cost upon beginning the attunement in addition to the XP cost for making the attuned gem itself.

Likewise, material components are consumed when you begin casting, but focuses are not.

(A focus used in attuning a gem can be reused).

The caster level of the spell must be sufficient to cast the spell in question and no higher than your own caster level.

A gem can only be attuned with a single spell.

The gem must have a minimum value equal to 50 gp per level of the spell to be stored.

The base price of an attuned gem (not including the gem's inherent value) is equal to 50 gp per spell level times the caster level.

You must spend 1/25 of the base price in XP and use up raw materials costing half this base price.

Attunement requires 1 hour plus the spell's normal casting time.

The magic gem's market price equals its base price plus its inherent value as a gem.

See the Gem Magic section in the previous chapter for the details of attuned gems and gem magic.

AUGMENT SUMMONING [GENERAL]

Your summoned creatures are better than normal.

Prerequisites: Spellcaster level 2nd+.

Benefit: Creatures you summon with any summoning spell are slightly enhanced.

They gain one more die of hit points (but they are not treated as +1 HD creatures) and a +1 competence bonus on their attack and damage rolls.

ENERGY SUBSTITUTION [METAMAGIC]

You can modify a spell that uses one type of energy to use another type of energy.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic.

You can modify any spell with an energy designator to use the chosen type of energy instead.

A substituted spell works normally in all respects, except that the type of damage dealt changes.

For example, an acidic *fireball* still deals damage in a 20-foot spread, except that it is acid damage instead of fire damage. If a spell has a secondary effect, the altered spell still has that effect.

For example, a *shout* spell can deafen creatures and deals extra damage to crystalline creatures; if fire is substituted for sonic energy in a *shout* spell, creatures can still be deafened and crystalline creatures still suffer extra damage. Sometimes a spell's minor effects are directly related to the spell's energy, for example, a *flaming sphere* can set items afire, but a purely sonic or acidic *flaming sphere* does not.

When a spell deals some damage that does not come from energy, Energy Substitution does not affect that portion of the spell.

For example, *ice storm* deals 3d6 points of impact damage and 2d6 points of cold damage.

An electrical *ice storm* deals 3d6 points of impact damage and 2d6 points of electricity damage.

A substituted spell uses a spell slot zero levels higher than (the same as) the spell's actual level.

Special: You can gain this feat multiple times, each time applying it to a different type of energy.

ESCHEW MATERIALS [METAMAGIC]

You can cast spells without material components.

Prerequisites: Any other metamagic feat.

Benefit: A spell cast with Eschew Materials can be cast with no material components.

Spells without material components are not affected.

Spells with material components with a cost of more than 1 gp are not affected.

An eschewed spell uses up a spell slot zero levels higher than (the same as) the spell's actual level.

REACTIVE COUNTERSPELL [GENERAL]

You can react quickly to counterspells cast by opponents.

Prerequisites: Improved Counterspell, Improved Initiative.

Benefit: Once per round, you can counterspell an opponent's spell even if you have not readied an action to do so.

This counterspell action takes the place of your regular action for the round.

You can't use this feat when flat-footed.

Normal: Without this feat, you must ready an action each round you wish to use a counterspell (see the *Player's Handbook*, page 152).

SPELL GIRDING [GENERAL]

Your spells are particularly hardy, resisting dispel checks more readily than normal.

Benefit: Any dispel checks against your spells are made with a -2 penalty.

SPELL THEMATICS [GENERAL]

Your spells have a distinct visual or auditory effect in their manifestation.

Prerequisite: Must be able to cast at least one illusion spell.

Benefit: Choose a theme for your spellcasting, such as "ice" or "fire" or "screaming skulls".

All spells you cast have this theme in the manifestation of their effects, although this does not actually change the spell in any way.

You cannot use this feat to make your spell manifestations invisible, and it never causes your spells to deal more damage because of the visual change.

(You may still cast spells without this thematic manifestation if you so choose).

For example, if your theme is "fire," then your *magic missile* spell might appear to produce bolts of fire, although the bolts still are a force effect and cause normal damage, not fire damage.

If your theme is "screaming skulls," your *fireball* might manifest as a small screaming skull that impacts the target and explodes into a fiery ball that momentarily resembles a 20-foot-radius burning skull, although it causes damage exactly like a standard *fireball* (and doesn't cause any sonic damage, despite the screaming of the skull).

Add +5 to the DC of any Spellcraft check made to identify a spell cast in this manner.

SPELLFIRE WIELDER [GENERAL]

You are one of the rare people who have the innate talent to control raw magic in the form of spellfire.

Benefit: You can use spellfire to absorb spell energy, fire destructive blasts, or heal others, as described in the Spellfire section of the previous chapter.

Special: You can only take this feat as a 1st-level character. Acquiring this feat requires the approval of the DM.

WIDEN SPELL [METAMAGIC]

You can increase the area of your spells.

Benefit: A widened burst, emanation, or spread spell has its radius increased by 50%.

Spells that do not have an area of one of these three sorts are not affected by this feat.

A widened spell uses up a spell slot three levels higher than the spell's actual level.

MAGIC OF INCARNUM (3.5)

MAIN SECTION FEATS

AZURE ENMITY [INCARNUM]

You can channel incarnum to enhance your ability to deal damage to your favored enemies.

Whenever you strike a favored enemy while *essentia* is invested in this feat, a gleam of faint blue radiance shines forth from your eyes.

Prerequisites: Con 13, favored enemy class feature.

Benefit: Once per day, you can invest *essentia* into this feat.

You gain an insight bonus equal to the invested *essentia* on Bluff, Listen, Sense Motive, Spot, and Survival checks made against all of your favored enemies.

You also gain an insight bonus equal to the invested *essentia* on weapon damage rolls against such creatures.

Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of *essentia*.

AZURE TALENT [INCARNUM, PSIONIC]

The soul energy of incarnum increases your mental capacity.

Prerequisites: Con 13, a power point reserve.

Benefit: Once per day, you can invest *essentia* into this feat.

You gain bonus power points equal to twice the invested *essentia*.

Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.

If you have the ability to bind a soulmeld to your crown chakra (even if you don't have one currently bound), you gain an additional 2 bonus power points as long as at least 1 point of *essentia* is invested in this feat.

You gain 1 point of *essentia*.

AZURE TOUCH [INCARNUM]

You can channel incarnum to enhance your ability to heal. When you use your incarnum-infused healing class feature, your hands glow bright blue.

Prerequisites: Con 13, lay on hands or wholeness of body class feature.

Benefit: Once per day, you can invest *essentia* into this feat.

Add the invested essentia to your class level to determine the amount of healing available to you from your lay on hands or wholeness of body class features. If you have both class features, the benefit applies to both. Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours. You gain 1 point of essentia.

AZURE TOUGHNESS [INCARNUM]

You can use incarnum to boost your physical vigor.

Prerequisite: Con 13.

Benefit: Once per day, you can invest essentia into this feat.

You gain three temporary hit points per point of invested essentia.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours, even if the temporary hit points are lost.

You gain 1 point of essentia.

Special: Azure Toughness can be used in place of the Toughness feat to qualify for a feat, prestige class, or other special ability.

AZURE TURNING [INCARNUM]

You can blast undead with incarnum-purified positive energy.

When you use this feat, your brow is enveloped in a brilliant blue corona.

Prerequisites: Con 13, turn undead class feature.

Benefit: Once per day, you can invest essentia into this feat.

When you make turning checks, any undead whose HD are low enough to be potentially turned or destroyed by your checks are also dealt 1d8 points of damage per point of essentia invested.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

AZURE WILD SHAPE [INCARNUM]

You can channel incarnum to enhance your combat prowess while wild shaped.

Whenever you deal damage with a natural weapon while this feat is active, a flash of blue light bursts from the natural weapon that delivered the strike.

Prerequisites: Con 13, wild shape class feature.

Benefit: Once per day, you can invest essentia into this feat.

While wild shaped, you gain an insight bonus on damage rolls made with natural weapons equal to the invested essentia.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

BONUS ESSENTIA []

You are better able to harness your personal store of incarnum.

Prerequisites: Con 13, character level 6th.

Benefit: You gain 1 point of essentia.

If you are capable of shaping soulmelds, you instead gain 2 points of essentia.

CERULEAN FORTITUDE [INCARNUM]

You can use incarnum to boost your ability to resist effects that would adversely affect your health.

Prerequisite: Con 13.

Benefit: Once per day, you can invest essentia into this feat.

You gain an insight bonus on Fortitude saves equal to the invested essentia.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

CERULEAN REFLEXES [INCARNUM]

You can use incarnum to boost your ability to avoid harm.

Prerequisite: Con 13.

Benefit: Once per day, you can invest essentia into this feat.

You gain an insight bonus on Reflex saves equal to the invested essentia.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

CERULEAN WILL [INCARNUM]

You can use incarnum to boost your willpower.

Prerequisite: Con 13.

Benefit: Once per day, you can invest essentia into this feat.

You gain an insight bonus on Will saves equal to the invested essentia.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

COBALT CHARGE [INCARNUM]

You can channel incarnum to deal devastating strikes when charging.

When you make a charge attack while this feat is active, your weapon momentarily turns deep blue.

Prerequisite: Con 13.

Benefit: Once per day, you can invest essentia into this feat.

You gain an insight bonus on attack rolls and damage rolls equal to the invested essentia on all charge attacks.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

COBALT CRITICAL [INCARNUM]

You can focus your spirit into your melee weapon attacks, dealing more damage with successful critical strikes.

Prerequisite: Con 13.

Benefit: Once per day, you can invest essentia into this feat.

You gain an insight bonus equal to the invested essentia on melee attack rolls made to confirm a critical threat.

You also gain an insight bonus equal to the invested essentia on melee damage rolls made as part of a critical hit. (This extra damage is added before damage is multiplied for the critical hit).

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

COBALT EXPERTISE [INCARNUM]

By channeling the soul energy of weapon masters past, present, and future, you become more adept at maneuvers of skill and expertise.

Prerequisites: Con 13, Int 13, Combat Expertise.

Benefit: Once per day, you can invest essentia into this feat.

You gain an insight bonus on attack rolls, skill checks, or ability checks made to succeed on a disarm attack, a feint in combat, or a trip attack equal to the invested essentia. You also gain an insight bonus equal to the invested essentia to AC when using Combat Expertise (up to a maximum value equal to the penalty accepted on the attack roll).

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

COBALT POWER [INCARNUM]

By channeling the soul energy of brutal warriors past, present, and future, you become more capable of overcoming your enemies through sheer strength.

Prerequisites: Con 13, Str 13, Power Attack.

Benefit: Once per day, you can invest essentia into this feat.

You gain an insight bonus on attack rolls or ability checks made to succeed on a bull rush, overrun, or sunder attack equal to the invested essentia.

You also gain an insight bonus equal to the invested essentia on damage rolls made when using Power Attack (up to a maximum value equal to the penalty accepted on the attack roll).

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

COBALT PRECISION [INCARNUM]

You can focus your soul energy into your ranged attacks, dealing more damage with successful critical hits.

Prerequisites: Con 13, Point Blank Shot.

Benefit: Once per day, you can invest essentia into this feat.

You gain an insight bonus equal to the invested essentia on ranged attack rolls made to confirm a critical threat.

You gain an insight bonus equal to the invested essentia on ranged damage rolls made as part of a critical hit.

(This extra damage is added before damage is multiplied for the critical hit).

Both of these bonuses apply only against targets within 30 feet.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

COBALT RAGE [INCARNUM]

You can channel incarnum to enhance your rage.

When you do so, your eyes turn deep blue in color.

Prerequisites: Con 13, rage class feature.

Benefit: Once per day, you can invest essentia into this feat.

While raging, you gain an insight bonus on melee damage rolls and on Will saves equal to the invested essentia.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

DIVINE SOULTOUCH [DIVINE]

You can channel positive or negative energy to imbue yourself with incarnum.

Prerequisites: Con 13, ability to turn or rebuke undead.

Benefit: You can spend a turn or rebuke undead attempt as a free action to add 1 point of essentia to your essentia pool for 1 round.

For the duration of this effect, your essentia capacity in all soulmelds, incarnum feats, and other essentia-powered abilities is increased by 1.

You can use this ability once per round.

DOUBLE CHAKRA []

One of your chakras becomes capable of holding more incarnum than it is normally capable of containing.

Prerequisite: Meldshaper level 9th.

Benefit: When this feat is selected, choose a chakra to which you can bind soulmelds.

Two of your shaped soulmelds can occupy (and be bound to) that chakra simultaneously.

This counts as two chakra binds.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new chakra.

Normal: Without this feat, each chakra can only be occupied or bound by a single soulmeld.

EXPANDED SOULMELD CAPACITY []

Your soul's tie to incarnum allows you to maintain more essentia in a single soulmeld.

Prerequisites: Con 15, meldshaper level 1st.

Benefit: When you shape your soulmelds, choose one soulmeld.

Your essentia capacity for that soulmeld is increased by 1 (up to a maximum of your Constitution bonus).

Each time you shape your soulmelds, you can change the soulmeld that benefits from this feat.

Special: You can take this feat multiple times.

For each time you take this feat, you can apply its effects to one additional soulmeld while shaping.

You can't apply this feat's effects more than once to the same soulmeld.

HEALING SOUL [INCARNUM]

You can draw upon the soul energy of incarnum to heal your wounds.

Prerequisites: Con 13, Heal 1 rank.

Benefit: Once per day, you can invest essentia in this feat.

As a swift action, you can heal your own wounds. Each use of this ability heals 2 hp per point of *essentia* invested in the feat, and you can use the feat a number of times per day equal to the invested *essentia*. Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours. If you have the ability to bind a soulmeld to your soul chakra, each use of this ability instead heals 4 hp per point of *essentia* invested in the feat. You gain 1 point of *essentia*.

HEART OF INCARNUM []

You tap into the power of your heart chakra to gain resilience.

Prerequisite: Ability to bind a soulmeld to your heart chakra.

Benefit: You gain hit points equal to your *essentia* pool. If the size of your *essentia* pool changes, the number of hit points granted by this feat change to match the new total.

IMPROVED ESSENTIA CAPACITY []

Your capability of investing *essentia* improves.

Prerequisites: Con 15, *essentia* pool 2.

Benefit: The *essentia* capacity of your incarnum feats improves by 1, up to a maximum value equal to your Constitution bonus.

INCARNUM—FORTIFIED BODY []

The incarnum within you strengthens your body's toughness, enabling you to withstand greater injury.

Benefit: When you take this feat, you gain 2 hit points for each incarnum feat you have.

Whenever you take a new incarnum feat, you gain 2 more hit points.

You gain a +4 bonus on Fortitude saves made to avoid death from massive damage.

INCARNUM RESISTANCE []

Your body, untainted by incarnum, is not easily affected by the power of soul energy.

Prerequisite: No *essentia* pool.

Benefit: You gain a +2 bonus on saving throws against effects generated by soulmelds.

Special: You lose the benefit of this feat if you gain any *essentia*.

INCARNUM SPELLSHAPING [INCARNUM]

You gain the ability to invest incarnum into your spellcasting.

Prerequisites: Con 13, ability to cast 1st-level spells.

Benefit: You can learn, prepare, and/or cast spells with the incarnum descriptor (see page 98) as appropriate for your class's spellcasting ability.

You gain 1 point of *essentia*.

INDIGO STRIKE [INCARNUM]

You can channel incarnum to enhance your ability to deal damage with your skirmish attack, sneak attack, or sudden strike.

When you do so, your eyes turn dark blue.

Prerequisites: Con 13 and skirmish, sneak attack, or sudden strike class feature.

Benefit: Once per day, you can invest *essentia* into this feat.

You gain an insight bonus on damage rolls made when delivering attacks with the skirmish, sneak attack, or sudden strike class feature equal to twice the invested *essentia*.

Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.

If you have more than one of the listed class features, the bonus applies only once on any given attack.

You gain 1 point of *essentia*.

MIDNIGHT AUGMENTATION [INCARNUM, PSIONIC]

You can augment a psionic power with your personal soul energy rather than mental energy.

When you manifest the augmented power, a circle of blue-black energy momentarily coruscates around your brow.

Prerequisites: Con 13, ability to manifest 2nd-level psionic powers.

Benefit: Once per day, you can invest *essentia* into this feat and choose a particular psionic power that you know.

If you expend your psionic focus when manifesting that power, the power point cost to augment that power is reduced by a value equal to the invested *essentia*.

This can't reduce the augmentation cost to less than 1.

You can't invest more *essentia* in this feat than the chosen power's level, even if the maximum *essentia* capacity of this feat would normally be higher than that value.

Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of *essentia*.

MIDNIGHT DODGE [INCARNUM]

You can channel incarnum to enhance your ability to avoid attacks against you.

As long as you have at least 1 point of *essentia* invested in this feat, your legs and feet turn blueblack in color.

Prerequisites: Con 13, Dex 13.

Benefit: Once per day, you can invest *essentia* in this feat.

During your turn, you designate an opponent and receive a dodge bonus to Armor Class equal to the invested *essentia* against attacks from that opponent.

You can select a new opponent on each of your turns.

You gain 1 point of *essentia*.

Special: Midnight Dodge can be used in place of the Dodge feat to qualify for a feat, prestige class, or other special ability.

MIDNIGHT METAMAGIC [INCARNUM]

You can channel incarnum to alter your prepared spells. When you cast such a spell, your hands gleam with a dark blue radiance.

Prerequisites: Con 13, ability to cast 1st-level spells, any metamagic feat.

Benefit: Once per day, you can invest *essentia* into this feat and choose one or more spells that you know (and have

prepared, if you prepare spells) to apply the effect of a metamagic feat that you know. Each spell to be affected requires the investment of a number of essentia equal to the normal spell level adjustment required by the metamagic feat (minimum 1 point of essentia).

The next time you cast that spell, the spell gains the effect of that metamagic feat without any change to its level (or casting time, if you cast spells spontaneously).

You can apply the effect of this feat to as many spells as you can afford to invest with essentia.

You can apply the effect of different metamagic feats to different spells, as long as you know all metamagic feats applied and you have sufficient essentia capacity to do so. For example, you could invest 1 point of essentia to enlarge a spell (as Enlarge Spell) and 2 points of essentia to empower a spell (as Empower Spell), as long as you had at least 3 points of essentia to invest, had an essentia capacity (see Table 2-1: Essentia Capacity) of 3 or greater, and knew both the Empower Spell and Enlarge Spell feats.

Once essentia is invested in a spell, it remains invested until the spell is cast, at which point the essentia returns to your essentia pool.

You gain 1 point of essentia.

NECROCARNUM ACOLYTE []

You have experienced the power of necrocarnum, a dark and twisted form of incarnum (see the necrocarnate prestige class on page 132).

The power gained from this source can be great, but many decry its origins as evil.

Prerequisites: Ability to shape soulmelds, nongood alignment.

Benefits: You can shape soulmelds with the necrocarnum descriptor regardless of your alignment. You gain a +1 profane bonus on the save DCs of your necrocarnum soulmelds.

Normal: Nonevil incarnates and nonevil soulborns can't shape necrocarnum soul melds, since those soulmelds have the evil descriptor.

OPEN GREATER CHAKRA []

You open up one of your body's centers of power, allowing you to bind a soulmeld or a magic item to that chakra.

Prerequisites: Con 17, character level 18th.

Benefit: When this feat is selected, choose one of the following chakras: throat or waist.

You can now bind a soulmeld or a magic item to that chakra.

In addition, you gain a minor benefit from this newfound chakra, depending on the chakra chosen:

Throat: +1 insight bonus on Bluff and Diplomacy checks.

Waist: +1 insight bonus on Fortitude saves.

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new greater chakra.

OPEN LEAST CHAKRA []

You open up one of your body's centers of power, allowing you to bind a soulmeld or a magic item to that chakra.

Prerequisites: Con 13, character level 6th.

Benefit: When this feat is selected, choose one of the following chakras: crown, feet, or hands.

You can now bind a soulmeld or a magic item to that chakra.

In addition, you gain a minor benefit from this newfound chakra, depending on the chakra chosen:

Crown: +1 insight bonus on Will saves.

Feet: +1 insight bonus on Balance and Move Silently checks.

Hands: +1 insight bonus on Climb and Swim checks.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new least chakra.

OPEN LESSER CHAKRA []

You open up one of your body's centers of power, allowing you to bind a soulmeld or a magic item to that chakra.

Prerequisites: Con 15, character level 12th.

Benefit: When this feat is selected, choose one of the following chakras: arms, brow, or shoulders.

You can now bind a soulmeld or a magic item to that chakra.

In addition, you gain a minor benefit from this newfound chakra, depending on the chakra chosen:

Arms: +2 insight bonus on grapple checks.

Brow: +1 insight bonus on Search and Spot checks.

Shoulders: +1 insight bonus on Reflex saves.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new lesser chakra.

PSYCARNUM BLADE [INCARNUM, PSIONIC]

You can forge your mind blade from a mixture of mental and soul energy, enabling you to deal devastating strikes with the weapon.

Prerequisites: Con 13, ability to form a mind blade.

Benefit: Once per day, you can invest essentia into this feat.

You can expend your psionic focus when making an attack with your mind blade to gain an insight bonus on the damage roll equal to 1d6 per point of invested essentia. You must decide whether or not to use this feat prior to making the attack roll.

If your attack misses, you still expend your psionic focus.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

PSYCARNUM CRYSTAL [PSIONIC]

Your psicrystal taps into the natural ebb and flow of incarnum, turning it into a small reservoir of soul energy.

Prerequisites: Con 13, Psicrystal Affinity*, essentia pool.

Benefit: As long as your psicrystal is within arm's reach, you gain 1 bonus point of essentia.

* See the Expanded Psionics Handbook.

PSYCARNUM INFUSION [PSIONIC]

You transform your mental focus into a brief burst of soul energy.

Prerequisites: Con 13, Concentration 4 ranks.

Benefit: To use this feat, you must expend your psionic focus.

Until the start of your next turn, one of your soulmelds, incarnum feats, class features, or other incarnum receptacles is treated as if it had *essentia* invested in it equal to its maximum *essentia* capacity.

You don't gain any bonus *essentia* from this effect.

SAPPHIRE FIST [INCARNUM]

You can channel incarnum to enhance your ability to deliver stunning attacks.

When you deliver a stunning attack while *essentia* is invested in this feat, your hands burn with a faint blue flame-like radiance.

Prerequisites: Con 13, Stunning Fist.

Benefit: Once per day, you can invest *essentia* into this feat.

Add the invested *essentia* as an insight bonus on the damage roll for any attack made with Stunning Fist, as well as to the save DC for the stunning attack.

Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of *essentia*.

SAPPHIRE SMITE [INCARNUM]

You can channel incarnum to enhance your ability to deliver mighty blows.

When you do so, your eyes glisten as if they had become brilliant blue gemstones.

Prerequisites: Con 13, ability to smite (smite evil class feature, smite domain power, or similar ability).

Benefit: At the beginning of the day, you can invest *essentia* into this feat.

You gain additional uses of your smite ability for the day equal to the invested *essentia*.

In addition, you gain a +1 bonus on damage dealt by your smite for every point of *essentia* invested.

Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of *essentia*.

SAPPHIRE SPRINT [INCARNUM]

Drawing on the soul energy of great runners of history, you infuse your body with incarnum to speed your steps.

Whenever you run, your feet shine with a bright blue gleam.

Prerequisite: Con 13.

Benefit: Once per day, you can invest *essentia* into this feat.

When you use the run action, you gain an insight bonus to your speed equal to 5 feet per point of invested *essentia*.

This applies regardless of the form of movement used to run.

You also gain an insight bonus equal to the invested *essentia* on Constitution checks made to continue running (see the run action on page 144 of the *Player's Handbook* for details).

Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.

If you have the ability to bind a soulmeld to your feet chakra, you also keep your Dexterity bonus when running and gain an insight bonus to AC equal to the invested *essentia* against any attacks of opportunity you provoke when moving out of a threatened square during a run. You gain 1 point of *essentia*.

SHAPE SOULMELD []

You gain the ability to shape a single soulmeld.

Prerequisite: Con 13.

Benefit: When this feat is selected, choose a soulmeld from any class's soulmeld list.

You can shape that soulmeld using the normal meldshaping rules (see page 49).

Once chosen, the soulmeld granted by this feat can never be changed.

Your meldshaper level for this soulmeld is equal to one-half your character level.

If you have *essentia*, you can invest *essentia* in the soulmeld as normal.

See Table 2–1: *Essentia* Capacity on page 19 to determine the soulmeld's *essentia* capacity.

If you have the ability to bind a soulmeld to a chakra, you can bind this soulmeld to any chakra available to you (as long as the soulmeld can be bound to that chakra).

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, choose a new soulmeld.

SHARE SOULMELD []

You can share a soulmeld with an ally with which you have a special bond.

Prerequisite: Ability to shape soulmelds and a familiar, animal companion, or mount with whom you can share spells.

Benefit: At your option, any soulmeld shaped by you and currently affecting you can also affect your familiar, animal companion, or mount.

The creature in question must remain within 5 feet of you to receive the benefit.

If the creature leaves this radius of effect, it loses the Benefits of the soulmeld until such time as it returns within 5 feet.

SOULSIGHT [INCARNUM]

You can attune your soul to sense living creatures near you. When you use this feat, your eyes glow with a blue luminescence.

Prerequisites: Con 13, Wis 13, Concentration 4 ranks.

Benefit: Once per day, you can invest *essentia* into this feat.

While *essentia* is invested in this feat you can activate a limited form of blindsense, capable of pinpointing living creatures only, as a move action.

This blindsense has a range equal to 5 feet per point of invested *essentia*.

The blindsense lasts until the start of your next turn.

Once the amount of *essentia* invested is chosen, it cannot be altered and remains invested for 24 hours.

If you have the ability to bind a soulmeld to your brow chakra, the blindsense granted by this feat is capable of detecting both living and nonliving creatures. You gain 1 point of essentia.

SOULTOUCHEd SPELLCASTING [INCARNUM]

By fusing your spells with incarnum, they become more capable of overcoming enemy magic and spell resistance.

Prerequisite: Con 13.

Benefit: Once per day, you can invest essentia into this feat.

You gain an insight bonus on dispel checks and on caster level checks made to defeat spell resistance equal to the invested essentia.

Once the amount of essentia invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of essentia.

SPLIT CHAKRA []

One of your chakras becomes capable of holding both a bound soulmeld and a magic item.

Benefit: When this feat is selected, choose a chakra, such as hands.

You can gain the benefit of a magic item that occupies the body space equivalent of that chakra even while a soulmeld is bound to that chakra.

You can also bind a magic item to the chakra.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new chakra.

Normal: Without this feat, a soulmeld bound to a chakra closes the equivalent body space off from gaining the benefit of a magic item.

UNDEAD MELDSHAPER [MONSTROUS]

Despite having no soul of your own, you maintain the ability to channel incarnum through force of will alone.

Prerequisites: Int 3, undead type.

Benefits: Use your Wisdom score to determine the maximum number of soulmelds you can shape.

If you would use your Constitution score to determine a soulmeld's save DC, use your Wisdom score instead.

EPIC FEATS

BONUS SOULMELD [EPIC]

You gain newfound meldshaping ability.

Prerequisite: Ability to shape five soulmelds.

Benefit: Choose a meldshaping class for which you can shape at least five soulmelds.

The number of soulmelds for that class you can have shaped at any given time increases by one.

Special: You can gain this feat multiple times.

Each time you select this feat, it increases your number of soulmelds for a chosen class by one.

EPIC ESSENTIA [EPIC]

You unlock more of your inner soul energy.

Prerequisite: Ability to shape three soulmelds.

Benefit: You gain 3 points of essentia.

Special: You can gain this feat multiple times, up to a maximum equal to one-third the number of soulmelds you are capable of shaping.

For example, a character who can shape six soulmelds can take this feat twice.

EXTRA CHAKRA BIND [EPIC]

You gain the ability to use more of your body's centers of power in conjunction with your soulmelds.

Prerequisites: Three chakra binds, ability to bind soulmelds to your lesser chakras.

Benefit: The number of chakras to which you can bind soulmelds increases by one.

Special: You can gain this feat multiple times.

OPEN HEART CHAKRA [EPIC]

You open up one of your body's most potent centers of power, allowing you to bind a soulmeld or a magic item to your heart chakra.

Prerequisites: Con 19, character level 21st.

Benefit: You can now bind a soulmeld or a magic item to your heart chakra.

In addition, you gain hit points equal to one-half your Hit Dice.

Each time you gain an even-numbered HD (such as when advancing from 21 HD to 22 HD upon gaining a level), you gain 1 additional hit point.

If you lose an even-numbered HD (such as by losing a level from 22nd to 21st), you lose a hit point permanently.

OPEN SOUL CHAKRA [EPIC]

You gain the ability to bind soulmelds to your body's most potent center of power: your soul chakra.

Prerequisites: Con 21, character level 24th.

Benefit: You can now bind a soulmeld or a magic item to your soul chakra.

In addition, you gain a +2 insight bonus on damage rolls made against creatures whose alignment opposes any component of your alignment.

For example, a lawful good character would gain this bonus against chaotic creatures and against evil creatures.

Neutral characters can treat the four "extreme" alignments (lawful good, chaotic good, lawful evil, and chaotic evil) as opposed to their alignment for purposes of this feat.

RAPID MELDSHAPING [EPIC]

You can shape a meld in seconds.

Prerequisites: Meldshaper level 12th, Knowledge (arcana) 15 ranks.

Benefit: Once per day, you can unshape one of your existing soulmelds and immediately shape another soulmeld.

This process requires a full-round action and provokes attacks of opportunity.

The soulmeld that you shape cannot be bound to a chakra, even if the soulmeld that you unshape was bound to a chakra.

SIDEBAR FEATS

PLANAR TOUCHSTONE []

Forge a link between you and power-rich planar locations, referred to as planar touchstones.

Prerequisites: Portable object of at least 250 gp value native to any designated planar touchstone site, Knowledge (the planes) 8 ranks.

Benefit: Choose any site designated as a planar touchstone for which you also possess an object native to that location, as noted in this feat's prerequisite.

When this feat is first taken, forging a link between yourself and a chosen planar touchstone takes 24 hours of uninterrupted concentration.

To forge a link, you must spend 10 experience points and expend the object described in this feat's prerequisite. Once the link is forged, you gain the base ability described for that touchstone.

If you physically visit the planar location once you've forged a link, you also gain a higher-order ability with a limited number of uses, as described for that planar touchstone.

You can repeatedly visit the planar touchstone, each time recharging your usages of the higher-order ability.

Usages of a higher-order ability do not stack, so visiting your planar touchstone prior to using up any of your higher-order usages confers no additional benefit.

Once you've established a link with one planar touchstone site by taking this feat, you can also freely visit other planar touchstones.

When you do so and fulfill the higher-order ability's recharge condition for the alternate site, you immediately gain the base ability of the new planar touchstone site and lose the base ability of the previous site.

You also lose any remaining uses of the higher-order ability of your previously selected site (if any), and instead gain the specified number of higher-order ability uses appropriate to the new site.

In this way, you can "unplug" from one site and "plug in" to a new planar touchstone site as often as you desire.

Thus, after expending the raw materials and experience points for making your first connection, making subsequent connections with different sites is as easy as fulfilling the higher-order recharge condition.

Special: You can take this feat more than once.

Each time, you gain the base ability to retain one more planar touchstone location in addition to your previous ability.

You also gain the capacity to retain uses of one more planar touchstone's higher-order ability.

MASTERS OF THE WILD (3.0)

MAIN SECTION FEATS

ANIMAL CONTROL [GENERAL]

You can channel the power of nature to gain mastery over animal creatures.

Prerequisites: Animal Defiance, ability to cast *speak with animals* and animal friendship.

Benefit: You can rebuke or command animals as an evil cleric rebukes undead.

To command an animal, you must be able to speak with it via a *speak with animals* effect, though you may issue your commands mentally if desired.

The number of times per day that you can use this ability is equal to 3 + your Charisma modifier.

Your highest divine caster level is the level at which you rebuke animals.

Special: Animals you command through this ability count against the HD limit of animals you can befriend through *animal friendship*.

ANIMAL DEFIANCE [GENERAL]

You can channel the power of nature to drive off animals.

Prerequisite: Ability to cast *detect animals or plants*.

Benefit: You can turn (but not destroy) animals as a good cleric turns undead.

The number of times per day that you can use this ability is equal to 3 + your Charisma modifier.

Your highest divine caster level is the level at which you turn animals.

BLINDSIGHT [WILD]

Your senses are as keen as the bat's.

Prerequisite: Ability to use *wild shape* to become a dire bat.

Benefit: You gain the extraordinary ability blindsight (as described in Chapter 3 of the DUNGEON MASTER'S GUIDE), which operates regardless of your form.

Like the dire bat, you emit high-frequency sounds, inaudible to most creatures, as a form of "sonar" that allows you to locate objects and creatures within 120 feet.

Since this ability relies on hearing, any circumstance that deprives you of that sense also negates your blindsight.

BRACHIATION [GENERAL]

You move through trees like a monkey.

Prerequisites: Climb 6 ranks.

Jump 6 ranks.

Str 13.

Benefit: You move through trees at your normal land speed by using your arms to swing from one branch to another.

To allow brachiation, the area through which you are moving must be at least lightly wooded, with trees no farther apart than 15 feet.

You may not use this ability while holding an item in either hand, or while wearing armor heavier than medium.

CREATE INFUSION [ITEM CREATION]

You store a divine spell within a specially prepared herb (see Chapter 3 for details on infusions).

Prerequisites: Wilderness Lore 4 ranks, spellcaster level 3rd.

Benefit: You create an infusion of any divine spell available to you.

Infusing an herb with a spell takes one day.

When you create an infusion, you set the caster level, which must be sufficient to cast the spell in question but not higher than your own level.

The base price of an infusion is its spell level times its caster level times 50 gp.

To create an infusion, you must spend 1/25 of this base price in XP and use up raw materials costing one-half this base price.

Any infusion that stores a spell with a costly material component or an XP cost also carries a commensurate cost.

In addition to the costs derived from the base price, you must also expend the material component or pay the XP when creating the infusion.

CLEVER WRESTLING [GENERAL]

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Improved Unarmed Strike, Small or Medium-size.

Benefit: When your opponent is larger than Medium-size, you gain a circumstance bonus on your grapple check to escape a grapple or pin.

The size of the bonus depends on your opponent's size, according to the following table.

Opponent Is...

Bonus Colossal +8 Gargantuan +6 Huge +4 Large +2

DESTRUCTIVE RAGE [GENERAL]

You shatter barriers and objects when enraged.

Prerequisite: Ability to rage.

Benefit: While you're raging, you gain a +8 bonus on any Strength checks you make to break open doors or break inanimate, immobile objects.

DRAGON'S TOUGHNESS [GENERAL]

You are incredibly tough.

Prerequisite: Base Fort save bonus +11.

Benefit: You gain +12 hit points.

Special: You can gain this feat multiple times.

DWARF'S TOUGHNESS [GENERAL]

You are tougher than you were before.

Prerequisite: Base Fort save bonus +5.

Benefit: You gain +6 hit points.

Special: You can gain this feat multiple times.

EXTENDED RAGE [GENERAL]

Your rage lasts longer than it normally would.

Prerequisite: Ability to rage.

Benefit: Each of your rages lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times, and the additional rounds stack.

EXTRA FAVORED ENEMY [GENERAL]

You select an additional favored enemy.

Prerequisites: Base attack bonus +5, at least one favored enemy.

Benefit: You add an extra favored enemy to your list (see Table 3–14 in the *Player's Handbook*) beyond your normal allotment.

Initially, you gain the standard +1 bonus on damage and the usual skill checks against this new favored enemy.

When you advance beyond the level at which you gained Extra Favored Enemy, this bonus increases in the same way other favored enemy bonuses do.

For example, suppose you select goblinoids as your first favored enemy when you are a 1st-level ranger and magical beasts as your second when you reach 5th level.

Then you take Extra Favored Enemy as your feat at 6th level and select aberrations.

At this point, you have a +2 bonus against goblinoids and a +1 bonus against both magical beasts and aberrations.

When you reach 10th level, your bonuses rise to +3 against goblinoids and +2 against magical beasts and aberrations.

EXTRA RAGE [GENERAL]

You rage more frequently than you normally could.

Prerequisite: Ability to rage.

Benefit: You rage two more times per day than you otherwise could.

Special: You can take this feat multiple times, gaining two additional rages per day each time.

EXTRA WILD SHAPE [WILD]

You use *wild shape* more frequently than you normally could.

Prerequisite: Ability to use *wild shape*.

Benefit: You use your *wild shape* ability two more times per day than you otherwise could.

If you are able to use *wild shape* to become an elemental, you also gain one additional elemental wild shape use per day.

Special: You can take this feat multiple times, gaining two additional *wild shapes* of your usual type and one additional elemental *wild shape* (if you have this capability; each time).

FAST WILD SHAPE [WILD]

You assume your wild shape faster and more easily than you otherwise could.

Prerequisites: Ability to use *wild shape* to become a dire animal, Dex 13.

Benefit: You gain the ability to use *wild shape* as a move-equivalent action.

Normal: A druid uses *wild shape* as a standard action.

FASTER HEALING [GENERAL]

You recover faster than others do.

Prerequisite: Base Fort save bonus +5.

Benefit: You recover lost hit points and ability score points faster than you normally would, according to the table on the next page.

Hit Points Recovered per Character Level per Day

	With Faster Healing	With Faster Healing and Long-Term Care from a Successful Heal Check	Normal	Normal and Long-Term Care from a Successful Heal Check
Strenuous Activity	1	2	0	0
Light Activity	1.5	3	1	2
Complete Bed Rest	2	4	1.5	3

Ability Score Points Recovered per Day

	With Faster Healing	With Faster Healing and Long-Term Care from a Successful Heal Check	Normal	Normal and Long-Term Care from a Successful Heal Check
Strenuous Activity	2	3	0	0
Light Activity	2	3	1	2
Complete Bed Rest	2	3	2	4

FAVORED CRITICAL [GENERAL]

You know how to hit your favored enemies where it hurts.

Prerequisites: Base attack bonus +5, at least one favored enemy.

Benefit: Select one of your favored enemies that is normally subject to critical hits.

Whenever you attack this type of creature, the threat range of whatever weapon you are using is doubled.

For example, a longsword usually threatens a critical hit on a die roll of 19 or 20 (two numbers).

In the hands of a character with Favored Critical using it against a favored enemy, its threat range becomes 17 through 20 (four numbers).

If it is also a *keen longsword*, its threat range becomes 15 through 20 (six numbers: 2 for being a longsword, 2 for being doubled as a *keen* weapon, and 2 for being doubled again by Favored Critical).

Special: You can take this feat multiple times.

Each time you do, it applies to a new favored enemy.

The effects of this feat do not stack with those of Improved Critical.

FLYBY ATTACK [GENERAL]

You attack while on the wing.

Prerequisites: Ability to fly, either naturally or through shapechanging.

Benefit: When flying, you take a move action (including a dive) plus another partial action at any point during that move.

You cannot take a second move action during a round in which you make a flyby attack.

You can use this feat only while you are in a form that allows natural flight; it cannot be used in conjunction with magical flight (such as a *fly* spell).

Normal: Without this feat, you can take a partial action either before or after your move.

GIANT'S TOUGHNESS [GENERAL]

You are amazingly tough.

Prerequisite: Base Fort save bonus +8.

Benefit: You gain +9 hit points.

Special: You can gain this feat multiple times.

GREATER RESILIENCY [GENERAL]

Your extraordinary resilience to damage increases.

Prerequisite: Damage reduction as a class feature or innate ability.

Benefit: Your damage reduction increases by +1/–.

If it would normally rise thereafter with level, it does so at its previous rate.

For example, a 15th-level barbarian has damage reduction 2/–.

By taking this feat, he raises it to 3/–.

Thereafter, it continues to rise by +1/– at the designated intervals: to 4/– at 17th level, and to 5/– at 20th level.

You may not take this feat more than once.

GREATER TWO-WEAPON FIGHTING [GENERAL]

You are a master at fighting two-handed.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Fighting, Ambidexterity, base attack bonus +15.

Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty.

IMPROVED FLIGHT [GENERAL]

You gain greater maneuverability when flying than you would normally have.

Prerequisite: Ability to fly (naturally, magically, or through shapechanging).

Benefit: Your maneuverability while flying improves by one grade.

For example, if your normal maneuverability is poor, it becomes average.

IMPROVED SWIMMING [GENERAL]

You swim faster than you normally could.

Prerequisite: Swim 6 ranks.

Benefit: You swim at one-half of your land speed as a move-equivalent action or at three-quarters of your land speed as a full-round action.

Normal: You swim at one-quarter of your land speed as a move-equivalent action or at one-half of your land speed as a full-round action.

INSTANTANEOUS RAGE [GENERAL]

You activate your rage instantly.

Prerequisite: Ability to rage.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised.

You can activate your rage in response to another's action after learning the result but before it takes effect.

Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event.

For example, you can gain the additional hit points that rage grants just before a blow that would otherwise cause you to fall unconscious, throw against an incoming spell.

Normal: You enter a rage only during your turn.

INTIMIDATING RAGE [GENERAL]

Your rage engenders fear in your opponents.

Prerequisites: Ability to rage.

Benefit: While you are raging, you designate a single foe within 30 feet of you who must make a Will save (DC = 10 + one-half your character level + your Charisma modifier) or become shaken for as long as you continue to rage and the target can see you.

(A shaken creature suffers a -2 morale penalty on attack rolls, saves, and checks).

A target who makes the save remains immune to the intimidating effect of your rage for one day.

Creatures immune to fear and those with no visual senses are immune to this effect.

MULTIATTACK [GENERAL]

You are adept at using all your natural weapons at once.

Prerequisite: Access to a form that has three or more natural weapons, either naturally or through shapechanging.

Benefit: Your secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, your secondary natural attacks suffer a -5 penalty.

MULTIDEXTERITY [GENERAL]

You are skilled at utilizing all your hands in combat.

Prerequisites: Dex 15, access to a form with three or more arms.

Benefit: You ignore all penalties for using your off hands. (A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands).

Normal: Without this feat, a creature suffers a -4 penalty on attack rolls, ability checks, and skill checks made with an offhand.

Special: This feat is the same as the Ambidexterity feat for creatures with three or more arms.

NATURAL SPELL [WILD]

You cast spells while in a *wild shape*.

Prerequisite: Ability to use *wild shape*, Wis 13.

Benefit: You complete the verbal and somatic components of spells while in a *wild shape*.

For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell.

You can use any material components or focuses that you can hold with an appendage of your current form, but you cannot make use of any such items that are melded within that form.

This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak while in a *wild shape*.

OFF-HAND PARRY [GENERAL]

You use your off-hand weapon to defend against melee attacks.

Prerequisites: Ambidexterity, Dex 13, Two-Weapon Fighting, base attack bonus +3, proficiency with weapon.

Benefit: When fighting with two weapons and using the full attack option, you can on your action decide to attack normally or to sacrifice all your off-hand attacks for that round in exchange for a +2 dodge bonus to your AC.

If you take this option, you also suffer penalties on your attacks as if you were fighting with two weapons.

If you are also using a buckler, its AC bonus stacks with the dodge bonus.

You can use only bladed or hafted weapons of a size category smaller than your own with this feat.

PLANT CONTROL [GENERAL]

You channel the power of nature to gain mastery over plant creatures.

Prerequisites: Plant Defiance, ability to cast *speak with plants*.

Benefit: You rebuke or command plants as an evil cleric rebukes undead.

To command a plant, you must be able to speak with it via a *speak with plants* effect, though you may issue your commands mentally if desired.

The number of times per day that you can use this ability is equal to 3 + your Charisma modifier.

Your highest divine caster level is the level at which you rebuke plants.

PLANT DEFIANCE [GENERAL]

You channel the power of nature to drive off plant creatures.

Prerequisite: Ability to cast *detect animals or plants*.

Benefit: You turn (but not destroy) plants as a good cleric turns undead.

Treat immobile plant creatures as creatures unable to flee.

The number of times per day that you can use this ability is equal to 3 + your Charisma modifier.

Your highest divine caster level is the level at which you turn plants.

POWER CRITICAL [GENERAL]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Improved Critical with weapon, base attack bonus +12, proficiency with weapon.

Benefit: Once per day, you can declare a single melee attack with your chosen kind of weapon to be an automatic threat before you make the attack roll.

If the attack is successful, you roll to confirm the critical, regardless of whether the actual attack roll was a threat.

Special: You can take this feat multiple times.

Each time you do, it applies to a new kind of weapon.

You may use this ability only once per day per kind of weapon to which it applies.

PROPORTIONATE WILD SHAPE [WILD]

You use *wild shape* to become animals of your own size, even if your *wild shape* ability would normally exclude that size category.

Prerequisites: Ability to use *wild shape*, natural form neither Small or Medium-size.

Benefit: You use your *wild shape* ability to take the form of an animal whose normal size category matches your own. For example, a cloud giant druid (size Huge) with this feat could use *wild shape* to become a Huge shark or a giant squid.

Normal: The size of the animal form you can assume through *wild shape* is limited by the parameters of the ability, regardless of your original size.

REMAIN CONSCIOUS [GENERAL]

You have a tenacity of will that supports you even when things look bleak.

Prerequisites: Base attack bonus +2, Endurance, Iron Will, Toughness.

Benefit: After your hit points are reduced to 0 or below, you may take one partial action on your turn every round until you reach -10 hit points.

RESIST DISEASE [GENERAL]

You have developed a natural resistance to diseases.

Benefit: You gain a +4 bonus on Fortitude saves against disease.

RESIST POISON [GENERAL]

You have built up an immunity to the effects of poisons by exposing yourself to controlled doses of them.

Benefit: You gain a +4 bonus on Fortitude saves against poison.

RESISTANCE TO ENERGY [GENERAL]

You channel the power of nature to resist a particular energy type (fire, cold, electricity, acid, or sonic).

Prerequisites: Base Fort save bonus +8.

Benefit: Choose an energy form.

You gain resistance 5 against that type of energy.

For example, if you choose fire, you ignore the first 5 points of fire damage you take each round, regardless of whether that damage stems from a mundane or a magical source.

Special: You can take this feat multiple times.

If you choose the same energy form two or more times, the effects stack.

This resistance does not stack with that provided by any spell or magic item.

SCENT [WILD]

Your olfactory senses are as sharp as the wolf's.

Prerequisites: Ability to use *wild shape* to become a wolf. Wis 11.

Benefit: You gain the scent extraordinary ability (airbreather's type, as described in Chapter 3 of the *DUNGEON MASTER'S Guide*), which operates regardless of your form.

SHADOW [GENERAL]

You have a better chance than most to trail someone unnoticed.

Benefit: You gain a +2 bonus on Hide and Spot checks.

SNATCH [GENERAL]

You can grapple more easily with your claws or bite.

Prerequisite: Access to a form with either claws or bite as natural weapons.

Benefit: If you hit with a claw or bite attack, you automatically attempt to start a grapple as a free action without provoking an attack of opportunity.

If you get a hold with a claw on a creature four or more size categories smaller than yourself, you squeeze each round for automatic claw damage.

If you get a hold with your bite on a creature three or more size categories smaller than yourself, you automatically deal bite damage each round, or if you do not move and take no other action in combat, you deal double bite damage to the snatched creature.

As a free action, you can drop a creature you have snatched, or you can use a standard action to fling it aside.

A flung creature travels 10 feet (and takes 1d6 points of damage) for each size category greater than Small that you are.

If you fling a creature while you are flying, it suffers either flinging or falling damage, whichever is greater.

SPEAKING WILD SHAPE [WILD]

While in *wild shape*, you can communicate with animals or elementals of the same kind as your current form.

Prerequisites: Ability to use *wild shape*, Int 13.

Benefit: While in a *wild shape*, you operate as if you were under a continuous *speak with animals* effect with respect to animals of the same kind.

For example, if you use *wild shape* to take the form of a wolf, you can communicate with wolves as long as you are in that form.

You speak in growls, squawks, chitters, or whatever other sounds such an animal would typically use to communicate with others of its kind, if you are able to use *wild shape* to become an elemental, you can also communicate with elementals of the same kind as yourself, using their language.

This feat does not enable mental communication.

SUPERNATURAL BLOW [GENERAL]

Choose one favored enemy that is immune to critical hits.

You know how to place blows against this opponent for best effect.

Prerequisites: Base attack bonus +7, favored enemy immune to critical hits.

Benefit: Whenever your attack roll against this favored enemy would otherwise be a critical hit, you inflict +1d6 points of extra damage per damage die that your weapon would do on a critical hit.

In addition, your favored enemy damage bonus applies to this creature type normally.

Normal: Creatures that are immune to critical hits are also immune to the favored enemy damage bonus.

WINGOVER [GENERAL]

You change direction quickly once per round while airborne.

Prerequisite: Ability to fly.

Benefit: This feat allows you to turn at an angle of up to 180 degrees in addition to any other turns you are normally allowed, regardless of your maneuverability.

You cannot gain altitude during the round you execute a wingover, but you can dive.

For more information, see Tactical Aerial Movement in Chapter 3 of the *DUNGEON MASTER'S Guide*.

MINIATURES HANDBOOK (3.5)

MAIN SECTION FEATS

BATTLEFIELD INSPIRATION [GENERAL]

You inspire courage in your allies.

Prerequisite: Cha 13.

Benefit: As a free action, you can inspire courage in your allies.

Each ally within 30 feet of you (not including you) that can hear you and has an Intelligence of 3 or higher gains a +2 circumstance bonus on saving throws against fear effects.

Special: You may select this feat multiple times. Its effects stack.

Each time you take the feat, your bonus increases by +2.

DANGER SENSE [GENERAL]

You are one twitchy mother goose.

Prerequisite: Improved Initiative.

Benefit: Once per day, you may reroll an initiative check you have just made.

You may use the better of your two rolls.

You must decide to reroll before the round starts.

DASH [GENERAL]

You can move faster than normal.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster.

DAUNTING PRESENCE [GENERAL]

You are skilled at inducing fear in your opponents.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: You may take a standard action to overawe an opponent.

The opponent must be within 30 feet, have line of sight to you, and have an Intelligence score.

If the opponent fails a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier), the opponent is shaken for 10 minutes.

This feat has no effect on a creature that is already shaken.

Special: A fighter may select Daunting Presence as one of his fighter bonus feats.

DEFT OPPORTUNIST [GENERAL]

You are prepared for the unexpected.

Prerequisites: Dex 15, Combat Reflexes.

Benefit: You get a +4 bonus on attack rolls when making attacks of opportunity.

DISTRACTING ATTACK [GENERAL]

You are skilled at interfering with opponents in melee.

Prerequisite: Base attack bonus +1.

Benefit: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

Special: A fighter may select Distracting Attack as one of his fighter bonus feats.

DOUBLE HIT [GENERAL]

You can react with your off hand to make an additional attack along with an attack of opportunity.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Improved Two-Weapon Fighting.

Benefit: When making an attack of opportunity, you may make an attack with your off hand against the same target at the same time.

You must decide before your first attack roll whether you want to also use your off hand.

If you do, both attacks take the standard penalties for fighting with two weapons.

Special: A fighter may select Double Hit as one of his fighter bonus feats.

ENERGY AFFINITY [METAMAGIC]

You can modify a spell that uses one type of energy to use another type (acid, cold, electricity, or fire) instead.

Prerequisites: Knowledge (arcana) 5 ranks, able to cast at least one spell of each of these energy types: acid, cold, electricity, and fire.

Benefit: Choose acid, cold, electricity, or fire.

You can modify any spell with an energy descriptor to use the chosen type of energy instead.

A spell so modified works normally in all respects except the type of damage dealt.

A modified spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times.

Each time you take the feat, it applies to a different type of energy.

EXTRA DOMAIN SPELL [GENERAL]

You have chosen to be more specialized in a particular domain.

Prerequisite: Wis 15, access to one domain spell.

Benefit: Choose one domain spell that you can cast.

You may cast this spell one extra time each day.

Once this spell is chosen, it may not be changed.

Special: You may take this feat multiple times.

Each time you choose this feat, you select a different domain spell to which it applies.

FOE SPECIALIST [GENERAL]

You are trained at how to damage a particular type of foe.

Prerequisites: Sneak attack +1d6, base attack bonus +4.

Benefit: Choose a type of creature from Table 3-14:

Ranger Favored Enemies, page 47 of the *Player's Handbook*.

You deal an extra 1d6 points of damage on successful sneak attacks against that type of creature.

(The selected type cannot be construct, elemental, ooze, plant, or undead, since those types are not subject to critical hits).

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new creature type from among those that remain eligible.

GOAD [GENERAL]

You are skilled at inducing opponents to attack you.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: As a move action, you may goad an opponent that threatens you, has line of sight to you, can hear you, and has an Intelligence of 3 or higher.

(The goad is a mind-affecting effect).

When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier).

If the opponent fails its save, you are the only creature it can make melee attacks against during this turn.

(If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it may make any remaining melee attacks against other foes, as normal).

A goaded creature may still cast spells, make ranged attacks, move, or perform other actions normally.

The use of this feat restricts only melee attacks.

Special: A fighter may select Goad as one of his fighter bonus feats.

GREATER POWERFUL CHARGE [GENERAL]

You can charge with extra force.

Prerequisites: Medium or larger, Powerful Charge, base attack bonus +4.

Benefit: As Powerful Charge, but treat yourself as one size category larger than you are.

For Colossal creatures, the extra 6d6 points of damage bonus becomes 8d6.

Special: A fighter may select Greater Powerful Charge as one of his fighter bonus feats.

HURLING CHARGE [GENERAL]

You are trained in using thrown weapons as part of a charge attack.

Prerequisites: Quick Draw, base attack bonus +6.

Benefit: If you charge an opponent, you may make a ranged attack with a thrown weapon as well as a melee attack with another weapon that you draw during the charge.

You may use this feat only if you have a throwing weapon in hand at the start of your turn.

Both attacks must be made at the same opponent, and both receive the bonus on attack rolls for making a charge.

(If you kill the enemy you're charging with the thrown weapon, you complete the charge but don't get a melee attack).

You must also follow all the requirements of making a charge.

If you have the ability to make multiple attacks on a charge, you may make only one attack in addition to the thrown weapon attack.

You still take the normal -2 penalty to Armor Class for making a charge attack.

Special: A fighter may select Hurling Charge as one of his fighter bonus feats.

IMPROVED SHIELDMATE [GENERAL]

You have an outstanding ability to protect those near you with your shield.

Prerequisites: Shieldmate, base attack bonus +4.

Benefit: As Shieldmate, except that the bonus is +2, or +3 if you are using a tower shield.

Special: A fighter may select Improved Shieldmate as one of his fighter bonus feats.

MAGE SLAYER [GENERAL]

You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.

Prerequisites: Spellcraft 2 ranks, base attack bonus +3.

Benefit: You gain a +1 bonus on all Will saving throws. Spellcasters you threaten may not cast defensively.

(They automatically fail Concentration checks to do so).

MARTIAL THROW [GENERAL]

You can switch positions with an opponent you hit in melee by throwing that opponent.

Prerequisites: Dex 17, Improved Unarmed Strike.

Benefit: When you are adjacent to an opponent of your size category or smaller and you hit that opponent with an unarmed strike, you may immediately make a special opposed grapple check against that opponent.

Make a grapple check using your Dexterity modifier instead of your Strength modifier.

The opponent uses its Strength modifier as normal.

If you succeed, you and your opponent are not grappling, but you switch positions with the foe.

(If either combatant occupies more than one square, both must end up adjacent to each other after the throw, each must occupy at least one square the other formerly occupied, and neither can be located in a square occupied by any obstacle or other creature).

If both combatants can't meet these conditions, you can't execute the throw).

Switching positions in this fashion does not provoke attacks of opportunity.

You can use this feat on allies as well as enemies.

If the other character is willing, your attack roll and grapple check are automatically successful, and you deal unarmed strike damage to your ally normally.

(This move is a hard, violent throw, and you can't pull it off without actually striking the subject of the throw).

This feat can be used only once per round.

Special: A fighter may select this feat as one of his fighter bonus feats.

MOUNTED CASTING [GENERAL]

You are skilled at casting spells while riding a mount.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: You gain a +10 bonus on Concentration checks to cast spells while mounted.

POWERFUL CHARGE [GENERAL]

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when you make a charge.

It does not work when you're mounted.

If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

PUSHBACK [GENERAL]

You can knock opponents back when you hit them in melee.

Prerequisites: Str 17, Improved Bull Rush, Power Attack.

Benefit: When you are adjacent to an opponent of your size category or smaller and you hit that opponent with a melee attack, you may immediately make a special bull rush attempt against that opponent.

If you succeed, you push the opponent back 5 feet (only) and move into the square (or one of the squares) previously occupied by that opponent.

You choose whether the opponent moves one square straight back, one square diagonally back to the right, or one square diagonally back to the left.

You can't push an opponent back through (or into) solid obstacles or otherwise occupied squares.

If, after making the bull rush attempt, you would not be able to move into a square previously occupied by the opponent, you can't push that opponent back.

This feat can be used once per round.

The movement caused by the use of this feat does not provoke attacks of opportunity.

Special: A fighter may select Pushback as one of his fighter bonus feats.

RECKLESS CHARGE [GENERAL]

You can charge with wild abandon.

Prerequisite: Base attack bonus +1.

Benefit: When you charge, before making your attack roll, you may choose to take a -4 penalty to Armor Class until the start of your next turn to gain a +4 bonus on your attack roll.

Normal: Without this feat, a charging character gains a +2 bonus on his attack roll and a -2 penalty to Armor Class until the start of his next turn.

Special: A fighter may select Reckless Charge as one of his fighter bonus feats.

SECOND WIND [GENERAL]

You can shrug off minor wounds with ease.

Benefit: Once per day, as a free action, you can heal yourself of a number of points of damage equal to your Constitution modifier (minimum 1).

SHIELDMATE [GENERAL]

You can protect those near you with your shield.

Prerequisite: Base attack bonus +1.

Benefit: When you are using a shield with which you are proficient, friendly creatures adjacent to you get a +1 shield bonus to their Armor Class.

If you are using a tower shield, those creatures get a +2 shield bonus.

The creatures lose the bonus if they are no longer adjacent to you, if you're grappling, or if you're stunned, paralyzed, or otherwise unable to take actions.

This shield bonus doesn't stack with other shield bonuses the allied creatures may have.

Special: A fighter may select Shieldmate as one of his fighter bonus feats.

SIDESTEP [GENERAL]

You can move nimbly around the battlefield.

Prerequisites: Dex 15, Tumble 8 ranks, Dodge, Mobility.

Benefit: Once per round, when you make an attack of opportunity, you may take a 5-foot step after you attack.

This 5-foot step doesn't count against your limit of one 5-foot step per round or against any movement you take on your turn.

SUDDEN EMPOWER [METAMAGIC]

You can cast one spell per day to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you may apply the Empower Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time.

You may still use the Empower Spell feat normally, if you have it.

SUDDEN ENERGY AFFINITY [METAMAGIC]

You can modify a spell's energy type once per day without special preparation.

Prerequisite: Energy Affinity.

Benefit: Once per day, you may apply the Energy Affinity feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time.

You may still use the Energy Affinity feat normally.

Special: You can gain this feat multiple times.

Each time it applies to a different type of energy.

SUDDEN ENLARGE [METAMAGIC]

You may cast one spell per day with a greater range than normal without special preparation.

Benefit: Once per day, you may apply the Enlarge Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time.

You may still use the Enlarge Spell feat normally, if you have it.

SUDDEN EXTEND [METAMAGIC]

You can cast one spell per day with a longer duration than normal without special preparation.

Benefit: Once per day, you may apply the Extend Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time.

You may still use the Extend Spell feat normally, if you have it.

SUDDEN MAXIMIZE [METAMAGIC]

Once per day you can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you may apply the Maximize Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time.

You may still use the Maximize Spell feat normally, if you have it.

SUDDEN QUICKEN [METAMAGIC]

Once per day you can cast a spell with a moment's thought without special preparation.

Prerequisites: Quicken Spell, Sudden Empower, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still.

Benefit: Once per day, you may apply the Quicken Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time.

You may still use the Quicken Spell feat normally.

SUDDEN SILENT [METAMAGIC]

Once per day you can cast a spell silently without special preparation.

Benefit: Once per day, you may apply the Silent Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time.

You may still use the Silent Spell feat normally, if you have it.

SUDDEN STILL [METAMAGIC]

Once per day you can cast a spell without gestures without special preparation.

Benefit: Once per day, you may apply the Still Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time.

You may still use the Still Spell feat normally, if you have it.

SUDDEN WIDEN [METAMAGIC]

Once per day you can increase the area of a spell without special preparation.

Benefit: Once per day, you may apply the Widen Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time.

You may still use the Widen Spell feat normally, if you have it.

MONSTER MANUAL 1 3.0 (3.0)

SIDEBAR FEATS

FLYBY ATTACK [GENERAL]

The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another partial action at any point during the move.

The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move.

IMPROVED CONTROL SHAPE []

MULTIATTACK [GENERAL]

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

MULTIDEXTERITY [GENERAL]

The creature is adept at using all its hands in combat.

Prerequisite: Dex 15+, three or more arms.

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature who uses an off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks.

A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

MULTIWEAPON FIGHTING [GENERAL]

A creature with three or more hands can fight with a weapon in each hand.

The creature can make one extra attack each round with each extra weapon.

Prerequisite: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a –6 penalty to attacks made with its primary hand and a –10 penalty to attacks made with its off hands.

(It has one primary hand, and all the others are off hands). See *Attacking with Two Weapons*, page 124 in the *Player's Handbook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

The Multidexterity feat further reduces penalties for off-hand attacks.

MONSTER MANUAL 1 3.5 (3.5)

MAIN SECTION FEATS

ABILITY FOCUS [GENERAL]

Choose one of the creature's special attacks.

This attack becomes more potent than normal.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack.

Each time the creature takes the feat, it applies to a different special attack.

AWESOME BLOW [GENERAL, FIGHTER]

The creature can choose to deliver blows that send its smaller opponents flying like bowling pins.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow.

If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone.

The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in.

If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

CRAFT CONSTRUCT [ITEM CREATION]

The creature can create golems and other magic automatons that obey its orders.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A creature with this feat can create any construct whose prerequisites it meets.

Enchanting a construct takes one day for each 1,000 gp in its market price.

To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price (see the Golem, Homunculus, and Shield Guardian monster entries for details).

A creature with this feat can repair constructs that have taken damage.

In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

EMPOWER SPELL-LIKE ABILITY [GENERAL]

The creature can use a spell-like ability with greater effect than normal.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below.

The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one-half.

An empowered spell-like ability does half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate. For example, a night hag's empowered *magic missile* deals 1-1/2 times normal damage (roll 1d4+1 and multiply the result by 1-1/2 for each missile).

Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected.

Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –2.

For a summary, see the table in the description of the Quicken Spell-Like Ability feat.

For example, a creature that uses its spell-like abilities as a 13th-level caster can only empower spell-like abilities duplicating spells of 4th level or lower.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

FLYBY ATTACK [GENERAL]

The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.

The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

HOVER [GENERAL]

The creature can come to a halt in midair.

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability. If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action.

A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack.

The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet.

The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin.

Clear vision within the cloud is limited to 10 feet.

Creatures have concealment at 15 to 20 feet (20% miss chance).

At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

IMPROVED NATURAL ARMOR [GENERAL]

The creature's natural armor is thicker and harder than that of others of its kind.

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by 1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

IMPROVED NATURAL ATTACK [GENERAL]

The creature's natural attacks are more dangerous than its size and type would otherwise dictate.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms.

The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

MULTIATTACK [GENERAL]

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

MULTIWEAPON FIGHTING [GENERAL]

A creature with three or more hands can fight with a weapon in each hand.

The creature can make one extra attack each round with each extra weapon.

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands.

(It has one primary hand, and all the others are off hands). See Two-Weapon Fighting, page 160 of the *Player's Handbook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

QUICKEN SPELL-LIKE ABILITY [GENERAL]

The creature can employ a spell-like ability with a moment's thought.

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described below.

The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity.

The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability.

The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –4.

For a summary, see the table below.

For example, a creature that uses its spell-like abilities as a 15th-level caster can only quicken spell-like abilities duplicating spells of 3rd level or lower.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

EMPOWER AND QUICKEN SPELL-LIKE ABILITY

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

SNATCH [GENERAL]

The creature can grab opponents much smaller than itself and hold them in its mouth or claw.

Prerequisite: Size Huge or larger.

Benefits: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack.

If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage.

A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside.

A flung creature travels 1d6×10 feet, and takes 1d6 points of damage per 10 feet traveled.

If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

WINGOVER [GENERAL]

The creature can change direction quickly while flying.

Prerequisite: Fly speed.

Benefits: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed.

A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

MONSTER MANUAL 2 (3.0)

SIDEBAR FEATS

ABILITY FOCUS [GENERAL]

One of the creature's special attacks is more potent than normal.

Benefit: The Difficulty Class for all saving throws against the selected special attack increases by +2.

Special: This feat can be taken multiple times. Its effects do not stack.

Each time it is taken, it applies to a different special attack.

FLYBY ATTACK [GENERAL]

The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another partial action at any point during the move.

The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move.

HOVER [GENERAL]

The creature can halt its forward motion while flying, regardless of its maneuverability.

Prerequisite: Fly speed.

Benefit: While hovering, the creature can attack with all its natural weapons, except for wing attacks.

Some creatures may be able to make additional attacks while hovering, as noted in the creature's descriptive text. If the creature has a breath weapon, it can use the breath weapon instead of making physical attacks.

If a creature hovers close to the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius specified in the creature's descriptive text.

The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin.

The cloud obscures vision, and creatures caught within it are blinded while inside and for 1 round after emerging.

Each creature caught in the cloud must succeed at a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: A creature without this feat cannot halt its forward motion without falling.

A creature with average, poor, or clumsy maneuverability can slow its flying movement to only half of its fly speed. (See Tactical Aerial Movement in Chapter 3 of the DUNGEON MASTER's Guide).

MULTIATTACK [GENERAL]

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: Each of the creature's secondary attacks with natural weapons takes only a –2 penalty.

Normal: Without this feat, each of the creature's secondary natural attacks takes a –5 penalty.

MULTIDEXTERITY [GENERAL]

The creature is adept at using all its hands in combat.

Prerequisite: Dex 15, three or more arms.

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature using an off hand takes a –4 penalty on attack rolls, ability checks, and skill checks.

A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

MULTIWEAPON FIGHTING [GENERAL]

A creature with three or more hands can fight with a weapon in each hand.

It can make one extra attack per round with each extra weapon.

Prerequisite: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands.

(It has one primary hand, and all the others are off hands). See Attacking with Two Weapons, page 124 in the *Player's Handbook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

QUICKEN SPELL-LIKE ABILITY [GENERAL]

The creature can use a spell-like ability with a moment's thought.

Benefit: Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability.

The creature may use only one quickened spell-like ability per round.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Each of a creature's spell-like abilities can be quickened only once per day, and the feat does not allow the creature to exceed its normal usage limit for any ability.

Thus, if a demon chooses to quicken its *darkness* ability, it cannot use quickened *darkness* again the same day, though it could use its *darkness* ability again normally (since it can use *darkness* at will), or it could quicken another of its spell-like abilities, such as *desecrate*.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to each of its spell-like abilities one additional time per day.

SNATCH [GENERAL]

The creature can grapple more easily with its claws or bite.

Prerequisite: Claws or bite as a natural weapon attack.

Benefit: A creature with this feat that hits with a claw or bite attack attempts to start a grapple as a free action without provoking an attack of opportunity.

If it gets a hold with a claw on a creature four or more size categories smaller than itself, it squeezes each round for automatic claw damage.

If it gets a hold with its bite on a creature three or more size categories smaller than itself, it automatically deals bite

damage each round, or if it does not move and takes no other action in combat, it deals double bite damage.

The snatched creature gets no saving throw against the creature's breath weapon (if any).

The creature can drop a foe it has snatched as a free action or use a standard action to fling it aside.

The feet traveled and the damage taken by a flung foe are specified in the creature's descriptive text.

If the foe is flung while the creature is flying, the foe takes the specified amount of damage or falling damage, whichever is greater.

Normal: Without this feat, the creature must conduct grapple attempts according to Chapter 8 of the *Player's Handbook*.

WINGOVER [GENERAL]

The creature can change direction quickly while flying.

Prerequisite: Fly speed.

Benefit: This feat allows a flying creature to turn up to 180 degrees once per round regardless of its maneuverability, in addition to any other turns it is normally allowed.

A creature cannot gain altitude during the round when it executes a wingover, but it can dive.

Normal: A creature without this feat that has average, poor, or clumsy maneuverability is limited to a turn of 90 degrees or 45 degrees.

(See Tactical Aerial Movement in Chapter 3 of the *DUNGEON MASTER's Guide*).

MONSTER MANUAL 3 (3.5)

MAIN SECTION FEATS

ABILITY FOCUS []

The special attack of a creature with this feat is more potent than normal.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack.

Each time the creature takes the feat, it applies to a different special attack.

AWESOME BLOW []

A creature with this feat can choose to deliver blows that send its smaller opponents flying like bowling pins.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature can choose to subtract 4 from its melee attack roll and deliver an awesome blow.

If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC equal to damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone.

The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Special: A fighter can select Awesome Blow as one of his fighter bonus feats.

CRAFT CONSTRUCT [ITEM CREATION]

A creature with this feat can create golems and other magic automatons that obey its orders.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: The creature can create any construct whose prerequisites it meets.

Enchanting a construct takes one day for each 1,000 gp in its market price.

To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price.

The creature can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

EMPOWER SPELL-LIKE ABILITY []

A creature with this feat can use a spell-like ability with greater effect than normal.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: The creature can use one of its spell-like abilities as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one-half.

An empowered spell-like ability does half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate. For example, a phoelarch's empowered *scorching ray* deals 1-1/2 times normal damage (roll 4d6 and multiply the result by 1-1/2 for each ray).

Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -2.

For a summary, see the table in the description of the Quicken Spell-Like Ability feat on the next page.

For example, a creature that uses its spell-like abilities as a 13th-level caster can only empower spell-like abilities duplicating spells of 4th level or lower.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

FLYBY ATTACK []

A creature with this feat can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.

The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

IMPROVED NATURAL ARMOR []

The natural armor of a creature with this feat is thicker and harder than normal for its kind.

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by 1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by 1.

IMPROVED NATURAL ATTACK []

The natural attacks of a creature with this feat are more dangerous than its size and type would otherwise dictate.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: The damage for one of the creature's natural attack forms increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

IMPROVED TOUGHNESS []

A creature with this feat is significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: The creature gains a number of hit points equal to its current Hit Dice.

Each time it gains a Hit Die (such as by gaining a level), it gains 1 additional hit point.

If it loses a Hit Die (such as by losing a level), it loses 1 hit point permanently.

Special: A fighter can select Improved Toughness as one of his fighter bonus feats.

MULTIATTACK []

A creature with this feat is adept at using all its natural weapons at once.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

POWERFUL CHARGE []

A creature with this feat can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size).

For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when the creature makes a charge.

It does not work when the creature is mounted.

If the creature has the ability to make multiple attacks after a charge, it can only apply this extra damage to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

QUICKEN SPELL-LIKE ABILITY []

A creature with this feat can employ a spell-like ability with a moment's thought.

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: The creature can use one of its spell-like abilities as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day). Using a quickened spell-like ability is a swift action that does not provoke attacks of opportunity.

The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability.

The creature can use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –4.

For a summary, see the table below.

For example, a creature that uses its spell-like abilities as a 15th-level caster can only quicken spell-like abilities duplicating spells of 3rd level or lower.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes attacks of opportunity unless otherwise noted.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

EMPOWER AND QUICKEN SPELL-LIKE ABILITY

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

SIDEBAR FEATS

ADAMANTINE BODY []

At the cost of mobility, a warforged character's body can be crafted with a layer of adamantine that provides formidable protective armor and some damage reduction.

Prerequisites: Warforged, 1st level only.

Benefit: Your armor bonus is increased to +8, and you gain damage reduction 2/adamantine.

However, your base land speed is reduced to 20 feet, and you are considered to be wearing heavy armor.

You have a +1 maximum Dexterity bonus to AC, a –5 penalty on all skill checks that armor check penalties apply to (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 35%.

Normal: Without this feat, a warforged character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation.

Warforged druids who take this feat cannot cast druid spells or use any of the druid's supernatural or spell-like class features.

Warforged characters with this feat do not gain the benefit of any class feature prohibited to a character wearing heavy armor.

EXTRA SHIFTER TRAIT [SHIFTER]

You manifest a second shifter trait while shifting.

Prerequisites: Shifter, two other shifter feats.

Benefit: Select a second shifter trait from those described in the Shifter Traits section.

You manifest all the benefits of the second trait except for the temporary bonus to an ability score.

HEALING FACTOR [SHIFTER]

When your current period of shifting ends, you heal a limited amount of damage.

Prerequisites: Shifter, Con 13.

Benefit: When you stop shifting, you immediately heal a number of hit points equal to your character level.

This benefit does not occur if you die (at –10 hit points) before the period of shifting ends.

IMPROVED FORTIFICATION []

You improve your warforged fortification, gaining immunity to sneak attacks and extra damage from critical hits.

Prerequisites: Warforged, base attack bonus +6.

Benefit: You gain immunity to sneak attacks and extra damage from critical hits, but you lose the ability to be healed by spells of the healing subschool.

MITHRAL BODY []

A warforged character's body can be crafted with a layer of mithral that provides some protection without hindering speed or gracefulness.

Prerequisites: Warforged, 1st level only.

Benefit: The warforged's armor bonus is increased to +5, and the character is considered to be wearing light armor. He now has a +5 maximum Dexterity bonus to AC, a -2 penalty on all skill checks that armor check penalties apply to (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 15%.

Normal: Without this feat, a warforged character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation.

Warforged druids who take this feat cannot cast druid spells or use any of their druid supernatural or spell-like class abilities.

Warforged characters with this feat do not gain the benefit of any class feature prohibited to a character wearing light armor.

MITHRAL FLUIDITY []

Your movements are smoother and more fluid than those of other warforged.

Prerequisites: Warforged, Mithral Body.

Benefits: The maximum Dexterity bonus a warforged with the Mithral Body feat can apply to Armor Class is increased by 1.

In addition, the armor check penalties to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks are reduced by 1.

Special: This feat can be taken multiple times. However, armor check penalties cannot be reduced to less than +0.

SHIFTER DEFENSE [SHIFTER]

By delving into your shifter heritage, you have developed the ability to ignore a little damage from every attack.

Prerequisites: Shifter, two other shifter feats.

Benefit: While shifting, you gain damage reduction 2/silver.

SHIFTER INSTINCTS [SHIFTER]

Your heritage has given you sharp senses and quick reflexes, and you have learned to trust your equally sharp instincts.

Prerequisite: Shifter.

Benefit: You gain a +1 bonus on Listen, Sense Motive, and Spot checks, and a +2 bonus on initiative checks.

MONSTER MANUAL 4 (3.5)

MAIN SECTION FEATS

ABILITY FOCUS []

A particular special ability of a creature with this feat is more potent than normal.

Prerequisite: Special ability that allows a saving throw.

Benefit: Add 2 to the DC for all saving throws against the special ability on which the creature focuses.

Special: A creature can gain this feat multiple times.

Its effects do not stack.

Each time the creature takes the feat, it applies to a different special ability.

AWESOME BLOW []

A creature with this feat can choose to deliver blows that send its smaller opponents flying like bowling pins.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size large or larger.

Benefit: As a standard action, the creature can choose to subtract 4 from its melee attack roll and deliver an awesome blow.

If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC equal to damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fell prone.

The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in.

If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Special: A fighter can select Awesome Blow as one of his fighter bonus feats.

CLINGING BREATH []

This feat enables a creature's breath weapon to cling to creatures and continue to affect them after it has breathed.

Prerequisites: Con 13, breath weapon with recharge time expressed in rounds.

Benefit: When a creature uses its breath weapon, it can choose for it to deal additional damage in the next round to all creatures and objects affected by it.

This additional damage is equal to half the damage the breath weapon dealt to that creature or object.

A second save is not allowed, but any creature or object that avoided all damage from the breath weapon in the first round (such as from evasion) does not take any extra damage.

As a full-round action, a targeted creature can attempt a Reflex save (using the breath weapon's original save DC) to remove the clinging breath weapon and negate further damage.

Rolling around on the ground grants a +2 bonus on this save.

This feat only works on a breath weapon that has instantaneous duration and that deals damage.

When a creature uses this feat, add 1 to the number of rounds it must wait before using its breath weapon again.

Special: This feat originally appeared in *Draconomicon*; this is a revised version.

If you have *Draconomicon*.

Clinging Breath is treated as a Metabreath feat.

CRAFT CONSTRUCT [ITEM CREATION]

A creature with this feat can create golems and other magic automatons that obey its orders.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: The creature can create any construct whose prerequisites it meets.
Enchanting a construct takes one day for each 1,000 gp in its market price.

To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price.

The creature can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

FLYBY ATTACK []

A creature with this feat can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.

The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

GITHYANKI BATTLECASTER []

A creature with this feat ignores arcane spell failure chances when wearing light armor.

Prerequisites: Githyanki, ability to cast 2nd-level arcane spells, base attack bonus +3.

Benefit: The creature ignores arcane spell failure chances for any kind of light armor it wears.

If it wears medium or heavy armor or carries a shield, it has the normal arcane spell failure chance.

Special: A fighter or wizard can choose this feat as one of the bonus feats those classes grant.

GITHYANKI DRAGONRIDER [RACIAL]

A creature with this feat has a knack forgetting along with red dragons.

Prerequisites: Githyanki, ride 5 ranks.

Benefit: The creature gains a +2 bonus on Diplomacy checks when dealing with red dragons and a +2 on Ride checks it attempts when riding a red dragon.

While the creature is mounted on a red dragon, it and its mount gain a +1 bonus on Reflex saves and a +1 insight bonus to Armor Class.

Special: The Diplomacy bonus from this feat stacks with the githyanki racial bonus on Diplomacy checks when dealing with red dragons.

A githyanki fighter can choose this feat as a bonus feat.

IMPROVED NATURAL ATTACK []

The natural attacks of a creature with this feat are more dangerous than its size and type would otherwise dictate.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: The damage for one of the creature's natural attack forms increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

IMPROVED TOUGHNESS []

A creature with this feat is significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: The creature gains a number of hit points equal to its current Hit Dice.

Each time it gains a Hit Die (such as by gaining a level or advancing), it gains 1 additional hit point.

If it loses a Hit Die (such as by losing a level), it loses 1 hit point permanently.

Special: A fighter can select Improved Toughness as one of his fighter bonus feats.

LINGERING BREATH []

The breath weapon of a creature with this feat forms a lingering cloud.

Prerequisites: Con 15, breath weapon with recharge time expressed in rounds, Clinging Breath.

Benefit: When the creature uses its breath weapon, it can choose for the effect to remain for 1 round as a lingering cloud of the same shape and size as the original breath weapon.

Anyone who enters the cloud takes one-half of the breath weapon's normal effects; any saving throw the breath weapon normally allows still applies.

Damaging breath weapons deal one-half their normal damage, and breath weapons with effects that have durations last for one-half the normal time.

If a creature is affected by the same nondamaging breath weapon twice, the effects do not stack (use only the longer duration).

Any creature in the area of the original breath weapon takes no additional effect from the cloud, provided it is outside the cloud by the end of its next turn.

When a creature uses this feat, add 2 to the number of rounds it must wait before using its breath weapon again.

Special: This feat originally appeared in *Draconomicon*; this is a revised version.

If you have *Draconomicon*, Lingering Breath is treated as a Metabreath feat.

MULTI ATTACK []

A creature with this feat is adept at using all its natural weapons at once.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

POWERFUL CHARGE []

A creature with this feat can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size).

For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

MONSTER MANUAL 5 (3.5)

MAIN SECTION FEATS

ABILITY FOCUS []

A particular special ability of a creature that has this feat is more potent than normal.

Prerequisite: Special ability that allows a saving throw.

Benefit: Add +2 to the DC for all saving throws against the special ability on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack.

Each time the creature takes the feat, it applies to a different special ability.

AWESOME BLOW []

A creature that has this feat can choose to deliver blows that send its smaller opponents flying like bowling pins.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature can choose to subtract 4 from its melee attack roll and deliver an awesome blow.

If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC equal to damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone.

The attacking creature can push the opponent only in a straight line, and the opponent can't move closer to the attacking creature than the square it started in.

If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Special: A fighter can select Awesome Blow as one of his fighter bonus feats.

EMPOWER SPELL-LIKE ABILITY []

The creature can use a spell-like ability with greater effect than normal.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below.

The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one half.

Saving throws and opposed rolls are not affected.

Spell-like abilities without random variables are not affected.

The creature can select only a spell-like ability duplicating a spell of a level less than or equal to half its caster level (round down) -2.

For a summary, see the table in the description of the Quicken Spell-Like Ability feat.

This feat only works when the creature makes a charge.

It does not work when the creature is mounted.

If the creature has the ability to make multiple attacks alter a charge, it can only apply this extra damage to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

QUICKEN SPELL-LIKE ABILITY []

A creature with this feat can employ a spell-like ability with a moment's thought.

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: The creature can use one of its spell-like abilities as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day). Using a quickened spell-like ability is a swift action (see page 219) that does not provoke attacks of opportunity.

The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability.

The creature can use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) minus 4.

For a summary, see the table below.

For example, a creature that uses its spell-like abilities as a 15th-level caster can only quicken spell-like abilities duplicating spells of 3rd level or lower.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes attacks of opportunity unless otherwise noted.

Special: This feat can be taken multiple times.

Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

QUICKEN SPELL-LIKE ABILITY

Spell Level	Caster Level to Quicken
0	8th
1st	10th
2nd	12th
3rd	14th
4th	16th
5th	18th
6th	20th
7th	—
8th	—
9th	—

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

FLYBY ATTACK []

A creature that has this feat can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.

The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

HOVER []

The creature can come to a halt in midair.

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action.

It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability. If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action.

A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack.

The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet.

The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin.

Clear vision within the cloud is limited to 10 feet.

Creatures have concealment at 15 to 20 feet (20% miss chance).

At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: Without this feat, a creature must keep moving when flying unless it has good or better maneuverability.

IMPROVED NATURAL ATTACK []

The natural attacks of a creature that has this feat are more dangerous than its size and type would otherwise dictate.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: The damage for one of the creature's natural attack forms increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

IMPROVED TOUGHNESS []

A creature that has this feat is significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: The creature gains a number of hit points equal to its current Hit Dice.

Each time it gains a Hit Die (such as by gaining a level or advancing), it gains 1 additional hit point.

If it loses a Hit Die (such as by losing a level), it loses 1 hit point permanently.

Special: A fighter can select Improved Toughness as one of his fighter bonus feats.

MULTIATTACK []

A creature that has this feat is adept at using all its natural weapons at once.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

POWERFUL CHARGE []

A creature that has this feat can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size).

For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when the creature makes a charge.

It does not work when the creature is mounted, if the creature has the ability to make multiple attacks after a charge, it can apply this extra damage to only one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

QUICKEN SPELL-LIKE ABILITY []

A creature that has this feat can employ a spell-like ability with a moment's thought.

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: The creature can use one of its spell-like abilities as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day). Using a quickened spell-like ability is a swift action that does not provoke attacks of opportunity.

The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability.

The creature can use only one quickened spell-like ability per round.

The creature can select a only spell-like ability duplicating a spell of a level less than or equal to half its caster level (round down) minus 4.

For a summary, see the table below.

For example, a creature that uses its spell-like abilities as a 15th-level caster can quicken only spell-like abilities that duplicate spells of 3rd level or lower.

In addition, a spell-like ability that duplicates a spell with a casting time of greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes attacks of opportunity unless otherwise noted.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

QUICKEN SPELL-LIKE ABILITY

Spell Level	Caster Level to Quicken
0	8th
1st	10th
2nd	12th
3rd	14th
4th	16th
5th	18th
6th	20th
7th	—
8th	—
9th	—

SNATCH []

The creature can grab opponents much smaller than it and hold them in its mouth or claw.

Prerequisite: Size Huge or larger.

Benefit: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack, if the creature gets a hold on an opponent three or more sizes smaller, it can squeeze each round for bite or claw damage.

A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon (if any).

The creature can drop an opponent it has snatched as a free action or use a standard action to fling it aside.

A flung opponent travels 1d6×10 feet, and takes 1d6 points of damage per 10 feet traveled.

If the creature flings a snatched opponent when flying, the opponent takes this amount or falling damage, whichever is greater.

WINGOVER []

The creature can change direction quickly while flying.

Prerequisite: Fly speed.

Benefit: A flying creature that has this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed.

A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

SIDEBAR FEATS

BATTLE MAGIC TACTICS []

Through intense training and impeccable timing, you and your allies learn to augment each other's magical attacks when you focus your efforts on a single target.

Prerequisites: Spellcraft 6 ranks, arcane caster level 3rd.

Benefit: Each time you cast a spell that requires the target to make a saving throw, that target gains a Battle Magic Tactics token after the spell resolves.

A creature gains a token whether the save succeeds or fails, but a creature that avoids a spell through spell resistance does not gain a token.

Each Battle Magic Tactics token imposes a cumulative –1 penalty on saving throws against the spells of spellcasters that have this feat.

At the end of each round, all Battle Magic Tactics tokens disappear.

BRUTAL THROW []

You have learned how to hurl weapons to deadly effect.

Benefit: You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons.

Normal: A character attacking with a ranged weapon adds his Dexterity modifier to the attack roll.

Special: A fighter can select Brutal Throw as one of his fighter bonus feats.

DAUNTING PRESENCE []

You are skilled at inducing fear in your opponents.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: You can take a standard action to awe an opponent.

The opponent must be within 30 feet, have line of sight to you, and have an Intelligence score.

If the opponent fails a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier), it is shaken for 10 minutes.

This feat has no effect on a creature that is already shaken.

Special: A fighter can select Daunting Presence as one of his fighter bonus feats.

KUO-TOAN MONASTICISM []

The monitors learn to use the strange, sticky substance common to kuo-toas as part of their martial arts.

If a monitor's first punch hits, it sticks its hand to the target, executes an acrobatic tumble, and unfailingly lands its second strike.

Prerequisites: Kuo-toa, flurry of blows.

Benefit: As a swift action, a kuo-toa can smear a strange, sticky substance on its hands.

When using flurry of blows, the kuo-toa automatically hits with one of its extra attacks if its first attack hits.

A kuo-toa that has this feat uses Hit Dice, rather than character level, to determine its Stunning Fist save DC.

MAGE SLAYER []

You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.

Prerequisites: Spellcraft 2 ranks, base attack bonus +3.

Benefit: You gain a +1 bonus on Will saves.

Spellcasters you threaten cannot cast defensively (they automatically fail their Concentration checks to do so), but they are aware that they cannot cast defensively while being threatened by you.

Special: Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

MIND-SHATTERING STRIKE []

Violent madness lurks just beneath the surface in all kuo-toas.

The monitors learn to control this madness and channel it into their enemies.

Prerequisites: Kuo-toa, Kuo-Toa Monasticism, Stunning Fist, flurry of blows.

Benefit: Before making an unarmed strike, a kuo-toa monitor can choose to use this feat, consuming one of the monitor's daily uses of the Stunning Fist feat.

If kuo-toa monitor's next unarmed attack hits, the struck opponent must make a Will save (DC 10 + 1/2 the monitor's HD + its Wis modifier).

On a failed save, that foe attacks the closest nonkuo-toa on his next turn.

This feat also grants one additional daily use of the Stunning Fist feat.

SENSE QUINTESSENCE []

You are capable of discerning sources of quintessence, a magic substance precious to Thoon.

Prerequisites: *Detect magic* (as a spell or spell-like ability), affiliation with Thoon.

Benefit: When you use *detect magic*, you also detect any quantities of quintessence within the spell's area.

The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of quintessence.

2nd Round: Number of different quintessence sources, and the size and potency (moderate or strong) of the most powerful quintessence source.

3rd Round: The location and potency of each quintessence source.

MONSTERS OF FAERÛN

(3.0)

SIDEBAR FEATS

FLYBY ATTACK [GENERAL]

The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another partial action at any point during the move.

The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move.

MULTIATTACK [GENERAL]

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

MULTIDEXTERITY [GENERAL]

The creature is adept at using all its hands in combat.

Prerequisite: Dex 15+, three or more arms.

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature who uses an off hand suffers a -4 penalty on attack rolls, ability checks, and skill checks.

A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

MULTIWEAPON FIGHTING [GENERAL]

A creature with three or more hands can fight with a weapon in each hand.

The creature can make one extra attack each round with each extra weapon.

Prerequisite: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands.

(It has one primary hand; all the others are off hands). See Attacking with Two Weapons in Chapter 8 of the *Player's Handbook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

The Multidexterity feat further reduces penalties for off-hand attacks.

ORIENTAL ADVENTURES

(3.0)

MAIN SECTION FEATS

ART OF FASCINATION [ANCESTOR]

You claim descent from Kakita Wayozu, the first female Mistress of the Kakita Academy, whose art was so great it is said that she helped create an alternate world.

Clan: Crane.

Benefit: You can *fascinate* a single creature with your music or poetics.

You make a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than your check result.

If the saving throw succeeds, you cannot attempt to *fascinate* that creature again for 24 hours.

If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level you possess.

While *fascinated*, the target's Spot and Listen checks suffer a -4 penalty.

Any potential threat allows the *fascinated* creature a second saving throw against a breaks the effect.

You must concentrate, as if casting or maintaining a spell. This is a spell-like, mind-affecting charm ability.

ARTIST [ANCESTOR]

You claim descent from Doji, the founder of the Crane household, known as a creator of culture and civilization.

Clan: Crane.

Benefit: You get a +2 bonus on all Perform checks and on checks for one Craft skill that involves art (such as calligraphy, origami, painting, or sculpture).

ATTENTION TO DETAIL [ANCESTOR]

You are descended from Akodo's advisor Ikoma—a historian, judge, and storyteller.

Clan: Lion.

Benefit: You gain a +2 bonus on Sense Motive and Spot checks.

BLOOD SORCERER [ANCESTOR]

You are descended from Yogo, the Scorpion shugenja who was the first guardian of the Black Scrolls of Fu Leng.

Clan: Scorpion.

Benefit: Add +3 to the Difficulty Class of all maho-tsukai spells you cast.

However, you also add +3 to the DC for the Fortitude save you must make to avoid accumulating Taint when you cast maho spells.

This feat is only available if the maho-tsukai prestige class, described in Chapter 12: The Shadowlands, is available.

BORN DUELIST [ANCESTOR]

You claim descent from Mirumoto, one of the first two samurai to join Togashi in his meditative retreat.

Clan: Dragon.

Benefit: If you adopt the Mirumoto niten master prestige class, you gain an additional +1 AC bonus from the use of the niten technique.

This feat is only available if the Mirumoto niten master prestige class, described in Chapter 11: The Empire of Rokugan, is available.

CHOKER HOLD [GENERAL]

You have learned the correct way to apply pressure to render an opponent unconscious.

Prerequisites: Improved Unarmed Strike, Improved Grapple, Stunning Fist.

Benefit: If you pin your opponent while grappling and maintain the pin for 1 full round, at the end of the round your opponent must make a Fortitude saving throw (DC 10 + 1/2 your level + your Wisdom modifier).

If the saving throw fails, your opponent falls unconscious for 1d3 rounds.

COOL HEAD [ANCESTOR]

You are descended from the great diplomat Ide, who was chosen to be the voice of Shinjo in all dealings with strangers.

Clan: Unicorn.

Benefit: You get a +3 bonus on Diplomacy checks.

CRAFT CRYSTAL WEAPON [ITEM CREATION]

You can create magic weapons from Kuni crystal, which is deadly to creatures of the Shadowlands.

Prerequisite: Spellcaster level 7+, Craft Magic Arms and Armor, Craft (weaponsmithing) skill.

Benefit: You can forge a weapon out of Kuni crystal, if you meet the other prerequisites for doing so (*holy smite* or *jade strike* and *daylight*).

You must first create the weapon, using the rules for the Craft skill in the *Player's Handbook* (a Kuni crystal weapon adds 400 gp to the listed weapon price and has a DC of 20). Then you must enhance the weapon, which takes one day for each 1,000 gp in the price of its magical features.

To enhance a weapon, you must spend 1/25 of its features' total price in XP and use up raw materials costing half this total price.

See Chapter 8: Magic Items for details of Kuni crystal weapons' cost and abilities.

Normal: Weapons and other items made from normal crystal are not inherently dangerous to Shadowlands creatures, nor do they possess any other extraordinary abilities, unless specifically augmented.

CRAFT TALISMAN [ITEM CREATION]

You can create magic fetishes, single-use magic items that hold spells until triggered.

Prerequisite: Intelligence 13+, appropriate Craft skill, spellcaster level 1+.

Benefit: You can create a *tsangusuri*, a one-use magic talisman, imbuing it with the power of any spell you know that is 3rd level or lower.

You must provide any material components or focuses the spell requires.

If casting the spell would reduce your XP total, you pay the cost upon beginning the process in addition to the XP cost for making the talisman itself.

Likewise, material components are consumed when you begin crafting, but focuses are not.

(A focus used in crafting a talisman can be reused).

The talisman has a base price of the spell level \times caster level \times 50 gp (a 0-level spell counts as 1/2 level).

You must spend 1/25 of its base price in XP and use up raw materials costing half this base price.

A talisman's market value equals its base price.

DEFENSIVE STRIKE [GENERAL]

You can turn a strong defense into a powerful offense.

This feat is called *musubi* in Rokugan.

Prerequisite: Int 13+, Expertise, Dex 13+, Dodge.

Benefit: If an opponent attacks you and misses while you are using the total defense action, you can attack that opponent on your next turn with a +4 bonus on your attack roll.

You gain no bonus against an opponent that does not attack you or against an opponent that attacks and does not miss.

DEFENSIVE THROW [GENERAL]

You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.

Prerequisite: Dex 13+, Improved Unarmed Strike, Dodge, Improved Trip, Combat Reflexes.

Benefit: If the opponent you have chosen to receive your AC bonus from the Dodge feat attacks you and misses, you can make an immediate improved trip attack against that opponent.

This attack counts against your allowed attacks of opportunity this round.

DISCIPLINE [ANCESTOR]

Your ancestor, Naka Kaeteru, was the first Grand Master of all the elements, a master of meditation and contemplation.

Clan: Phoenix.

Benefit: You gain a +2 bonus on all Concentration checks and a +1 bonus on Will saves.

EAGLE CLAW ATTACK [GENERAL]

Your unarmed attacks shatter objects.

Prerequisites: Base attack bonus +2 or higher, improved Unarmed Strike, Sunder, Dex 15+.

Benefit: You can strike an opponent's weapon or shield with an unarmed strike.

Special: Weapon hardness and hit point ratings are given on Table 8–13: Common Weapon and Shield Hardness Ratings and Hit Points in the *Player's Handbook*.

Normal: A character can normally only attack an opponent's weapon with a slashing or bludgeoning weapon.

EARTH'S EMBRACE [GENERAL]

You can crush opponents when you grapple them.

This feat is called *tsuchi-do* in Rokugan.

Prerequisites: Improved Unarmed Strike, Improved Grapple, Str 15+.

Benefit: While grappling, if you pin your opponent, you deal critical damage (double normal unarmed damage) each round that you maintain the pin.

You hold your opponent immobile as normal, but you must also remain completely immobile, giving opponents (other than the one you're pinning) a +4 bonus on attack rolls against you (but you are not helpless).

FALLING STAR STRIKE [GENERAL]

You have mastered the art of striking a nerve that blinds a humanoid opponent.

Prerequisites: Improved Unarmed Strike, base attack bonus +4 or higher, Stunning Fist or monk's stunning attack, Wis 17+.

Benefit: Against a humanoid opponent, you can make an unarmed attack that has a chance of blinding your target. If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your level + your Wisdom modifier).

If the target fails this saving throw, he is blinded for 1 round per level you possess.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus on attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a –4 penalty on most Strength- and Dexterity-based skills.

FEARSOME AND FEARLESS [ANCESTOR]

You claim descent from the first Akodo, the paragon of samurai virtue.

Clan: Lion.

Benefit: You gain a +1 bonus on all Will saves against fear effects, and the Difficulty Class of any fear effect you create (through spell or other ability) is increased by 1.

If you adopt the Akodo champion prestige class (see Chapter 11), allies within your aura of courage gain an additional +1 bonus on their saving throws against fear.

FISTS OF IRON [GENERAL]

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Base attack bonus +2 or higher, improved Unarmed Strike.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt).

You deal an extra 1d4 points of damage when you make a successful unarmed attack.

You may use this feat a number of times per day equal to three + your Wisdom modifier.

FLYING KICK [GENERAL]

You literally leap into battle, dealing devastating damage.

Prerequisite: Str 13+, Power Attack, Improved Unarmed Strike, Jump (4 ranks).

Benefit: When fighting unarmed and using the charge action, you deal double damage with your unarmed attack.

FREEZING THE LIFEBLOOD [GENERAL]

You can paralyze a humanoid opponent with an unarmed attack.

Prerequisite: Improved Unarmed Strike, base attack bonus +5 or higher, Stunning Fist or monk's stunning attack, Wis 17+.

Benefit: Against a humanoid opponent, you can make an unarmed attack that deals no damage, but has a chance of paralyzing your target.

If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your level + your Wisdom modifier).

If the target fails this saving throw, he is paralyzed for 1d4+1 rounds.

A paralyzed character stands rigid and helpless, unable to move or act physically.

He has effective Strength and Dexterity scores of 0 but may take purely mental actions.

GIFTED GENERAL [ANCESTOR]

Your ancestor Daidoji Yurei, an ancient daimyo of the Daidoji family, was a gifted general—the first in Rokugan to use guerilla tactics.

Clan: Crane.

Benefit: You gain a +2 bonus on Initiative checks and a +1 bonus on all Fortitude saves.

GRAPPLING BLOCK [GENERAL]

You can catch and pin an opponent's weapon with your bare hands.

Prerequisite: Improved Unarmed Strike, Deflect Arrows, Int 13+, Expertise, Improved Disarm, Combat Reflexes.

Benefit: You must have both hands free or be holding weapons designed to catch other weapons (such as the sai or jitte) to use this feat.

Once per round when you would normally be hit by a melee weapon, you may make a special disarm attempt against your opponent.

This attempt counts against your allowed attacks of opportunity this round.

You make an opposed attack roll (with your unarmed strike, sai, or jitte) against the attack roll that hit you.

The opponent's attack roll is not modified by the size of the weapon.

If you succeed, you grab the weapon away from your opponent (if you are unarmed) or knock the weapon to the ground (if you are armed).

You may only use this feat against weapons up to two sizes larger than you.

GREAT CRAFTER [ANCESTOR]

Your ancestor, Kaiu, was the first and greatest blacksmith of the Crab clan.

Kaiu forged the weapons which the Crab used against the Shadowlands, and gave his name to the engineering school of the clan.

Clan: Crab.

Benefit: You gain a +3 bonus on all Craft checks.

GREAT DIPLOMAT [ANCESTOR]

You are descended from Asako, one of the companions of the first Phoenix, a great healer, diplomat, and warrior.

Clan: Phoenix.

Benefit: You gain a +2 bonus on Diplomacy checks, and your Leadership score (see the DUNGEON MASTER's Guide) is increased by 2.

GREAT KI SHOUT [GENERAL]

Your ki shout can panic your opponents.

Prerequisites: Cha 13+, Ki Shout, base attack bonus +9 or higher.

Benefit: When you make a ki shout, your opponents are panicked for 2d6 rounds unless they succeed at their Will saves (DC 10 + 1/2 your character level + your Charisma modifier).

Panicked characters suffer a –2 morale penalty on attack rolls, saves, and checks, they have a 50% chance to drop what they are holding, and they run away from you as quickly as they can.

The effects of being panicked supersede the effects of being shaken.

GREAT STAMINA [ANCESTOR]

Your ancestor, Daidoji Masashigi, gave his life defending the Kaiu Wall alongside the Crab at the Battle of the Landbridge.

Clan: Crane.

Benefit: You gain a +2 bonus on all checks you make for performing a physical action that extends over a period of time (running, swimming, holding your breath, and so on), and +1 to your hit point total.

GREAT TEAMWORK [ANCESTOR]

You are a descendant of Hida Banuken, the Crab champion who oversaw the construction of the Kaiu Wall during the Battle of the Cresting Wave.

Clan: Crab.

Benefit: When you and an ally flank an opponent, you gain a +4 bonus on your attack roll, instead of the normal +2 bonus.

GREAT THROW [GENERAL]

You can throw your opponents to the ground, choosing where they land and dealing damage in the process.

Prerequisites: Improved Unarmed Strike, Dexterity 13+, Dodge, Improved Trip, Combat Reflexes.

Benefit: When you make a successful unarmed trip attack against a creature no larger than your own size, you can choose where the creature lands, within the area you threaten.

In addition, you deal your normal unarmed strike damage to the opponent.

The creature's movement does not provoke attacks of opportunity, no matter how far you move it.

When you use this option, however, you cannot make a follow-up melee attack using the Improved Trip feat.

HONEST MERCHANT [ANCESTOR]

Your ancestor, Bayushi Tesaguri, was the son of Bayushi Junzen, Scorpion Clan Champion. He did not trust the Yogo family, so he gave three of the Black Scrolls of Fu Leng to his son, Tesaguri. Tesaguri, however, betrayed this trust by selling the Scrolls to the Phoenix clan and paid for his crime with his life.

Clan: Scorpion.

Benefit: You get a +2 bonus on all Profession checks, allowing you to make more money at your work.

IAIJUTSU MASTER [ANCESTOR]

You are not only descended from Kakita, the greatest duelist ever to have lived, but you share a karmic tie to his spirit.

Clan: Crane.

Benefit: Once per day, you can make any one attack roll, saving throw, or skill check using your Iaijutsu Focus skill modifier in place of all other modifiers.

For example, you can roll a melee attack roll using only your Iaijutsu Focus skill modifier instead of your total attack bonus (including Strength modifier, weapon enhancement bonus, Weapon Focus bonus, size modifier, and all other bonuses to your attack roll).

You give up all your other modifiers and use your skill modifier instead.

IMPROVED AID [ANCESTOR]

You are descended from Hida Tadaka, the great Crab daimyo who gave his life to avert a war between his clan and the Lion.

Clan: Crab.

Benefit: When using the Aid Another action in melee combat (see Aid Another in the *Player's Handbook*), your ally gains a +4 circumstance bonus on his attack roll or to his AC.

Normal: The Aid Another action normally gives a +2 circumstance bonus on your ally's attack roll or AC against a single opponent.

IMPROVED GRAPPLE [GENERAL]

You are skilled in martial arts that emphasize holds and throws.

Prerequisite: Improved Unarmed Strike.

Benefit: If you hit with an unarmed strike, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

You can deal normal damage while grappling, rather than subdual damage, without suffering a penalty on your grapple check.

Normal: Characters without this feat make a melee touch attack to grab their opponent and provoke an attack of opportunity when doing so.

They also suffer a -4 penalty on their grapple checks when trying to inflict normal damage in a grapple.

KAMI'S INTUITION [ANCESTOR]

You are descended from Shinjo, the first Unicorn, the kindest and most compassionate of the kami.

Clan: Unicorn.

Benefit: You get a +2 bonus on Sense Motive checks and on intelligence checks made to figure things out.

KARMIC STRIKE [GENERAL]

You have learned to strike when your opponent is most vulnerable: at the same instant your opponent strikes you. This feat is also called *ai uchi*.

Prerequisites: Dex 13+, Dodge.

Benefit: You can make an attack of opportunity against an opponent that hits you in melee.

You take a -4 penalty to your Armor Class, in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack roll or melee touch attack roll against you.

The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round.

If you hit with your attack of opportunity, you and your opponent deal and take damage simultaneously.

You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

KARMIC TWIN [ANCESTOR]

You are descended from Bayushi, the first Scorpion, whose love for his daughter proved his final downfall.

Clan: Scorpion.

Benefit: You get a +2 bonus on all Charisma-based skill checks and Charisma checks.

You have a karmic tie to another character.

You may detect the direction of this character if he or she is alive, on the same plane, and you succeed at an intuit Direction check against DC 15 (or a Wisdom check if you do not have the skill).

A failure on this check gives no information.

You may retry once per round as a standard action.

The character to whom you have this karmic connection may be another player character or an NPC under control of the DM, but he or she must also have the Karmic Twin ancestor feat.

KEEN INTELLECT [ANCESTOR]

You are descended from Agasha, the founder of the original Dragon shugenja school, a shugenja known for her keen intellect and powers of observation.

Clan: Dragon, Phoenix.

Benefit: You gain a +1 bonus on intelligence checks and a +1 bonus on Knowledge, Scry, and Search checks.

KI SHOUT [GENERAL]

You can bellow forth a *ki*-empowered shout that strikes terror into your enemies.

Prerequisites: Base attack bonus +1 or higher, Cha 13+.

Benefit: Making a *ki* shout is a standard action.

Opponents who can hear your shout and who are within 30 feet of you may become shaken for 1d6 rounds.

The *ki* shout affects only opponents with fewer Hit Dice or levels than you have.

An affected opponent can resist the effects with a successful Will save against a DC of 10 + 1/2 your character level + your Charisma modifier.

You can use Ki Shout once per day.

Shaken characters suffer a -2 morale penalty on attack rolls, saves, and checks.

LION SPY [ANCESTOR]

Your ancestor, Akodo Shinju, was the greatest spy of the Lion clan.

Clan: Lion.

Benefit: You gain a +2 bonus on Disguise and Gather information checks.

LUCK OF HEROES [ANCESTOR]

You are descended from the quick-footed and quick-witted Hiruma, the archetypal hunter and scout.

Clan: Crab.

Benefit: You get a +1 bonus on all saving throws.

MAGIC IN THE BLOOD [ANCESTOR]

You claim a karmic link with Iuchi, one of the most resourceful shugenjas in early Rokugan.

Clan: Unicorn.

Benefit: You get a +2 bonus on Alchemy and Spellcraft checks.

MAGICAL ARTISAN [ANCESTOR]

You are descended from Asahina Yajinden, a shugenja of the Crane clan who became the greatest lieutenant of the dread sorcerer Iuchiban.

Yajinden abused his power, creating the Bloodswords and other evil magic items used by the armies of Iuchiban.

Clan: Crane.

Benefit: Choose one item creation feat.

When determining your cost in XP and raw materials for creating items with that feat, multiply the base price by 75%.

Since you must choose this feat at character creation, you do not have to select an item creation feat you already know, but you get no benefit from this feat until you learn the item creation feat you have selected.

MAGISTRATE'S MIND [ANCESTOR]

You claim descent from Soshi Saibankan, a great Scorpion judge who helped establish the Empire's institution of Emerald Magistrates.

Clan: Scorpion.

Benefit: You get a +2 bonus on Knowledge (history) and Knowledge (nobility and royalty) checks.

MANY MASKS [ANCESTOR]

You are descended from Shosuro Furuyari, an important Scorpion playwright.

Clan: Scorpion.

Benefit: You get a +2 bonus on Disguise and Perform checks.

ONI'S BANE [ANCESTOR]

Your ancestor, Isawa Akuma, was a Phoenix shugenja who sought to understand the mystery of identity.

Venturing into the Shadowlands, he lost his own identity to an oni.

Clan: Phoenix.

Benefit: You gain a +3 bonus on caster level checks (1d20 + caster level) to beat an outsider's spell resistance.

However, because of Akuma's fall, you suffer a -2 penalty on Diplomacy checks.

PAIN TOUCH [GENERAL]

You cause intense pain in an opponent with a successful stunning attack.

Prerequisites: Base attack bonus +2 or higher, Stunning Fist or monk's stunning attack, Wis 19+.

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned.

Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention.

The only action such a character can take is a single move (or move-equivalent) action per turn.

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

POWER ATTACK—IAIJUTSU [ANCESTOR]

Your ancestor, Kakita Rensei, was a renowned duelist whose strength was legendary.

Clan: Crane.

Benefit: In an iaijutsu duel, you add an extra 1d6 points of damage to the damage from your Iaijutsu Focus checks.

POWER ATTACK—SHADOWLANDS [ANCESTOR]

You are descended from Kaiu Gineza, the engineer who not only helped construct the tomb of Iuchiban, but also remained in the tomb to set the last trap.

Clan: Crab.

Benefit: When you use the Power Attack feat against a creature with the Shadowlands type modifier or a character with the Shadowlands Taint, you subtract a number from your melee attack rolls and add 1-1/2 times that number to your melee damage rolls.

The normal restrictions of the Power Attack feat apply. You gain no benefit from this ancestor feat if you do not have the Power Attack feat.

This feat is only available in Rokugan.

POWERFUL VOICE [ANCESTOR]

You are karmically linked to Utaku, Shinjo's most trusted lieutenant and devoted bodyguard.

Clan: Unicorn.

Benefit: Your powerful speaking voice gives you a +2 bonus on Diplomacy checks and Perform checks when you are speaking or singing.

PRONE ATTACK [GENERAL]

You attack from a prone position without penalty.

Prerequisites: Base attack bonus +2 or higher, Dex 15+, Lightning Reflexes.

Benefit: You can make an attack from the prone position and suffer no penalty on your attack roll.

If your attack roll is successful, you may regain your feet immediately as a free action.

Special: Prone Attack is a bonus feat for fighters. It can be taken whenever a fighter is eligible for a bonus feat, as long as the character has met the prerequisites.

REMAIN CONSCIOUS [GENERAL]

You have a tenacity of will that supports you even when you are disabled or dying.

Prerequisites: Base attack bonus +2 or higher, Endurance, Iron Will, Toughness.

Benefit: When your hit points are reduced to 0, you may take one partial action on your turn every round until you reach -10 hit points, or your hit point total returns to 0 or higher.

If stabilized, you can continue to take partial actions, but the first partial action you take revokes the stabilization. If you reach -10 hit points, you die.

RESIST POISON [ANCESTOR]

Your ancestor, Agasha Kitsuki, founded the fourth family of the Dragon clan and a school for magistrates renowned for teaching skills of investigation and deduction.

Clan: Dragon.

Benefit: You gain a +4 bonus on Fortitude saving throws against poison.

RESIST TAINT [ANCESTOR]

You are descended from Kuni, the founder of the Kuni family, a scholar of and mighty warrior against the Shadowlands.

Clan: Crab.

Benefit: You gain a +4 bonus on all Fortitude saving throws to determine whether you acquire the Shadowlands Taint.

This feat is only available in Rokugan.

ROUNABOUT KICK [GENERAL]

You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.

Prerequisites: Str 15+, Power Attack, Improved Unarmed Strike.

Benefit: If you strike a successful critical hit with an unarmed attack, you can immediately make an additional unarmed attack against the same opponent, as if you hadn't used your attack for the critical hit.

You use the same attack bonus that you used for the critical hit.

For example, Bujiko can make three unarmed attacks in a round, at base attack bonuses of +9, +6, and +3.

If she gets a critical hit on her second attack, she can make an additional attack using her +6 base attack bonus.

She then makes her third attack (at +3) as normal.

SADDLEBACK [ANCESTOR]

You have a unique karmic tie to Moto Chai, one of the greatest riders ever to live, even by Unicorn standards.

Clan: Unicorn.

Benefit: You receive a +3 bonus on all Ride checks.

SCHOLAR OF NATURE [ANCESTOR]

You are descended from Asako Hanasaku, a great scholar who threw himself into the study of medicine, herbs, and poison.

Clan: Phoenix.

Benefit: You gain a +2 bonus on Alchemy and Heal checks.

SEA LEGS [ANCESTOR]

You are descended from Yasuki Fumoki, a notorious pirate who preyed on Crane merchant ships off the coast.

Clan: Crab.

Benefit: You gain a +2 bonus on Balance and Profession (sailor) checks.

SILVER TONGUE [ANCESTOR]

Your ancestor, Mirumoto Kaijuko, was the first woman to become daimyo of the Mirumoto family.

At the age of 16, she defeated her uncle in a duel to claim leadership of the family.

Clan: Dragon.

Benefit: You gain a +2 bonus on Bluff and Diplomacy checks.

SMOOTH TALK [ANCESTOR]

You are descended from Doji Taehime, a Crane ambassador to the Scorpion court—a courtier skilled at discovering falsehoods and uncovering plots.

Clan: Crane.

Benefit: You gain a +2 bonus on Diplomacy and Sense Motive checks.

SOUL OF HONOR [ANCESTOR]

Your ancestor Shinjo Martera, the firstborn son of Shinjo, was the living incarnation of bushido for the Unicorn, utterly without fault or failing.

Clan: Unicorn.

Benefit: You are aware of any action or item that could adversely affect your honor or your alignment, including magical effects.

A moment's contemplation allows you to discern such information before performing such an action or becoming associated with such an item.

SOUL OF LOYALTY [ANCESTOR]

Your ancestor, Mirumoto Tokeru, was renowned for his loyalty to his twin brother, Ryudumu.

Clan: Dragon.

Benefit: You gain a +4 bonus on Will saving throws against compulsion effects.

SOUL OF SINCERITY [ANCESTOR]

You are descended from the famous Scorpion daimyo Bayushi Tengen, author of Lies and Little Truths.

Clan: Scorpion.

Benefit: You gain a +4 bonus on Sense Motive checks and a -2 penalty on Bluff checks.

SPELL POWER [ANCESTOR]

Your lineage traces back to the young shugenja Kuni Osaku, who single-handedly held off a massive army of oni at the Battle of the Cresting Wave.

Her spell summoned a tsunami and made the Seigo no Kamae river impassible for seventy-three days while the Crab built the Kaiu Wall, but its powerful magic cost Osaku her life.

Clan: Crab.

Benefit: Three times per day, you can cast a spell with extraordinary power.

Add +1 to the saving throw Difficulty Class for these spells.

SPELLCASTER SUPPORT [ANCESTOR]

Your ancestor, Shiba Kaigen, was a samurai who used his knowledge of spellcraft to help defend a mountain pass from a Lion invasion.

Clan: Phoenix.

Benefit: You can use the Aid Another action, making a Spellcraft check against DC 10, to add +2 to the Difficulty Class of an allied shugenja's spell.

STRENGTH OF THE CHARGER [ANCESTOR]

You share the spirit of Utaiku Shiko, the founder of the Utaiku Battle Maiden tradition.

Clan: Unicorn.

Benefit: You gain a +2 bonus on all Fortitude saves and +1 to your hit point total.

STRENGTH OF THE CRAB [ANCESTOR]

You claim descent from Hida, the first Crab.

Clan: Crab.

Benefit: When fighting side by side with at least one other Crab character, you gain a +1 morale bonus on attack rolls and on saves against fear effects.

STRONG SOUL [ANCESTOR]

You claim descent from Moto Soro, the simple peasant who earned his place among samurai and founded the Moto family.

Clan: Unicorn.

Benefit: You get a +1 bonus on all Fortitude and Will saves and an additional +1 bonus against energy draining and death effects.

SUPERIOR EXPERTISE [GENERAL]

You have mastered the art of defense in combat.

Prerequisites: Int 13+, Expertise, base attack bonus +6 or higher.

Benefit: When you use the Expertise feat to improve your Armor Class, the number you subtract from your

attack and add to your AC can be any number that does not exceed your base attack bonus.

(Without this feat, the number can be no greater than +5).

Special: Superior Expertise is a bonus feat for fighters. It can be taken whenever a fighter is eligible for a bonus feat, as long as the character has met the prerequisites.

UNBALANCING STRIKE [GENERAL]

You can strike a humanoid opponent's joints to knock your target off balance.

This feat is called *kuzushi* in Rokugan.

Prerequisites: Improved Unarmed Strike, Stunning Fist or monk's stunning attack, Wis 15+.

Benefit: Against a humanoid opponent, you can make an unarmed attack that has a chance of unbalancing your target.

If your attack is successful, you deal normal damage and your target must attempt a Reflex saving throw (DC 10 + 1/2 your level + your Wisdom modifier).

If the target fails this saving throw, he is thrown off balance for 1 round, losing any Dexterity bonus to AC and giving attackers a +2 bonus on their attack rolls.

WARRIOR INSTINCT [ANCESTOR]

Your ancestor, Matsu Hitomi, was the most famous female samurai of the early Empire.

Hitomi donned her brother's armor to avenge his death, earning command of a unit of samurai through her fierce devotion to war.

Clan: Lion.

Benefit: You gain a +2 bonus on Initiative and Spot checks.

WARRIOR SHUGENJA [ANCESTOR]

Your ancestor, Agasha Nodotai, was a shugenja well versed in the code of bushido and the way of war.

Clan: Dragon.

Benefit: You gain a +2 bonus on your Concentration checks when casting defensively and a +1 bonus on your Fortitude saves.

PLANAR HANDBOOK (3.5)

MAIN SECTION FEATS

ACHERON FLURRY [GENERAL]

You master the secret technique developed by Acheron-native special forces of limiting a foe's options in hand-to-hand combat.

Prerequisites: Dex 15, Wis 15, Improved Unarmed Strike, Knowledge (the planes) 4 ranks.

Benefit: During your turn, designate an opponent within reach to whom you have dealt damage during this encounter using an unarmed strike.

You can spend a standard action to confound and distract your chosen foe with a constant flood of distracting mock attacks.

While doing this leaves you open to attacks (applying a –2 penalty to your Armor Class), your foe may take only a single standard action or move action on his next turn. If you move away (or are otherwise no longer conscious and adjacent to your foe) before your chosen foe's next turn, he may act normally.

AIR HERITAGE [HERITAGE]

You are descended from creatures native to the Elemental Plane of Air.

You share some of your ancestors' natural agility and grace.

Benefit: Your fly speed increases by 30 feet (up to a maximum increase equal to your normal fly speed).

If you don't have a fly speed as a racial ability, this benefit has no effect.

You also gain a +2 bonus on Balance and Jump checks when carrying a light load or no load and wearing light armor or no armor.

ANARCHIC HERITAGE [HERITAGE]

You are descended from creatures native to the planes of chaos.

You share some of your ancestors' natural resistance to effects that would reshape your form, and you are resistant to the magic of lawful foes.

Prerequisite: Nonlawful alignment.

Benefit: You gain a +4 bonus on saving throws against polymorph or petrification effects.

You also gain a +1 bonus on saving throws against spells or other effects created by lawful creatures.

AXIOMATIC HERITAGE [HERITAGE]

You are descended from creatures native to the planes of law.

You share some of your ancestors' natural resistance to charms, and you are resistant to the magic of chaotic foes.

Prerequisite: Nonchaotic alignment.

Benefit: You gain a +4 bonus on Will saving throws against enchantment (charm) spells and effects.

You also gain a +1 bonus on saving throws against spells or other effects created by chaotic creatures.

CELESTIAL HERITAGE [HERITAGE]

You are descended from creatures native to the Upper Planes.

You share some of your ancestors' natural resistance to disease, and you are resistant to the magic of evil foes.

Prerequisite: Nonevil alignment.

Benefit: You gain a +4 bonus on Fortitude saving throws against disease.

You also gain a +1 bonus on saving throws against spells or other effects created by evil creatures.

CELESTIAL SUMMONING SPECIALIST [GENERAL]

You can select from a larger number of options when summoning good creatures.

Prerequisites: Nonevil alignment, Knowledge (the planes) 2 ranks, Knowledge (religion) 2 ranks, ability to cast any *summon monster* spell.

Benefit: Add one good-aligned creature to the list of creatures for each *summon monster* spell that you can cast. (Work with the DM to select creatures appropriate to the spell's list of summonable creatures).

Each time you gain the ability to cast a new *summon monster* spell, you may add one good-aligned creature to the list.

Normal: Without this feat, adding a creature to your summoning list requires you to remove one that is already on the list.

EARTH HERITAGE [HERITAGE]

You are descended from creatures native to the Elemental Plane of Earth.

You share some of your ancestors' natural stability and physical power.

Benefit: Your stability grants you a +4 bonus on checks to avoid being bull rushed or tripped while standing on the ground.

This bonus stacks with the benefits of similar effects, such as a dwarf's stability.

You also gain a +1 bonus on weapon damage rolls if both you and your foe touch the ground.

ELEMENTAL SPELLCASTING [GENERAL]

Choose an element (air, earth, fire, or water).

You cast spells with that descriptor more effectively than normal.

Prerequisite: Knowledge (the planes) 2 ranks.

Benefit: You cast spells with the chosen descriptor at +1 caster level.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take this feat, it applies to a new element.

FIENDISH HERITAGE [HERITAGE]

You are descended from creatures native to the Lower Planes.

You share some of your ancestors' natural resistance to poison, and you are resistant to the magic of good foes.

Prerequisite: Nongood alignment.

Benefit: You gain a +4 bonus on Fortitude saving throws against poison.

You also gain a +1 bonus on saving throws against spells or other effects created by good creatures.

FIENDISH SUMMONING SPECIALIST [GENERAL]

You can select from a larger number of options when summoning evil creatures.

Prerequisites: Nongood alignment, Knowledge (the planes) 2 ranks, Knowledge (religion) 2 ranks, ability to cast any *summon monster* spell.

Benefit: Add one evil-aligned creature to the list of creatures for each *summon monster* spell that you can cast. (Work with the DM to select creatures appropriate to the spell's list of summonable creatures).

Each time you gain the ability to cast a new *summon monster* spell, you may add one evil-aligned creature to the list.

Normal: Without this feat, adding a creature to your summoning list requires you to remove one that is already on the list.

FIRE HERITAGE [HERITAGE]

You are descended from creatures native to the Elemental Plane of Fire.

You share some of your ancestors' natural reaction speed, and your natural attacks are red-hot.

Benefits: You gain a +1 bonus on initiative checks. In addition, your unarmed attacks and natural weapons deal an extra 1 point of fire damage.

IMPROVED ELEMENTAL HERITAGE [HERITAGE]

You have manifested an even stronger tie to your elemental ancestor, resulting in a minor resistance to elemental effects.

Prerequisite: Air Heritage, Earth Heritage, Fire Heritage, or Water Heritage.

Benefit: You gain resistance 5 to a specific type of energy, based on your elemental heritage: acid (earth), cold (water), electricity (air), or fire (fire).

You also gain a +2 bonus on saving throws against spells with the descriptor that matches your chosen elemental heritage (air, earth, fire, or water).

IMPROVED OUTER PLANAR HERITAGE [HERITAGE]

Your ancestral tie to the Outer Planes manifests as an ability to deal damage with your natural attacks as if they matched the alignment of your ancestors.

Prerequisite: Anarchic Heritage, Axiomatic Heritage, Celestial Heritage, or Fiendish Heritage.

Benefit: Your unarmed attacks and natural weapons (but not the weapons you wield) are treated as having an alignment for the purpose of overcoming damage reduction.

The alignment depends on the heritage feat you used to qualify for this feat: chaotic (Anarchic Heritage), evil (Fiendish Heritage), good (Celestial Heritage), or lawful (Axiomatic Heritage).

NATURAL HEAVYWEIGHT [HERITAGE]

You are descended from creatures native to a plane of heavy gravity.

On planes with normal gravity, you feel light and buoyant.

Benefit: Your carrying capacity is doubled.

Double the values given in Table 9–1, page 162 of the *Player's Handbook*, to determine what your light, medium, and heavy loads are.

On a plane with normal gravity, you gain a +2 circumstance bonus on Climb and Jump checks, but you also take a –2 penalty on Balance, Ride, Swim, and Tumble checks.

On a plane with light gravity, these bonuses and penalties are doubled (and replace the normal bonuses and penalties on these skill checks).

NERAPH CHARGE [GENERAL]

You master the Limbo-native neraph martial art of motion camouflage when you charge a foe.

Prerequisites: Wis 15, Knowledge (the planes) 5 ranks.

Benefit: You can charge in such a way as to fool your foe into believing that you are not moving closer, or moving closer too slowly to attack effectively.

A victim of your Neraph Charge attack may not apply its Dexterity bonus to its Armor Class.

All conditions that pertain when a foe cannot apply his Dexterity bonus to Armor Class also pertain to the Neraph Charge attack, if any (for instance, a sneak attack also could be made with this attack if you can make such an attack).

Once you have used a Neraph Charge attack against an enemy (regardless of the attack's success), any later attempts to use Neraph Charge against that enemy in the same encounter automatically fail.

Once a foe sees the attack in action against himself, the foe can discern it for what it is for the duration of that combat.

Special: Neraph Charge has no effect against foes who can't see you.

NERAPH THROW [GENERAL]

You master the Limbo-native neraph martial art of motion camouflage for your thrown weapons.

Prerequisites: Dex 15, Knowledge (the planes) 5 ranks.

Benefit: You can throw a weapon in such a way as to fool your foe into believing that the thrown weapon is not moving closer, or moving closer too slowly to be an effective attack.

A victim of your Neraph Throw attack may not apply its Dexterity bonus to its Armor Class.

All conditions that pertain when a foe cannot apply his Dexterity bonus to Armor Class also pertain to the Neraph Throw attack, if any (for instance, a sneak attack also could be made with this attack if you can make such an attack).

Once you have used a Neraph Throw attack against an enemy (regardless of the attack's success), any later attempts to use Neraph Throw against that enemy in the same encounter automatically fail.

Once a foe sees the attack in action against himself, the foe can discern it for what it is for the duration of that combat.

Special: Neraph Throw has no effect against foes who can't see you.

NONVERBAL SPELL [GENERAL]

You can cast spells that have verbal components without actually verbalizing the words.

Benefit: You can cast spells with verbal components without needing to utter the actual verbal components.

You still make noise when casting such a spell (which may be anything from recognizable speech to elaborate song to simple growls), but the noise is unrecognizable as a verbal spell component.

(A *silence* spell still would prevent you from completing the spell, for example).

Spells without verbal components are not affected.

This feat is most beneficial to races incapable of speech in the traditional sense, but still capable of communication.

However, it also can prove helpful to characters wishing to disguise the verbal components of their spells.

PERSONAL TOUCHSTONE [GENERAL]

You draw more power from one of the planar touchstone locations to which you have forged a link.

Prerequisites: Planar Touchstone, a portable object of at least 250 gp value native to a chosen planar touchstone plane, Knowledge (the planes) 8 ranks.

Benefit: Choose any planar touchstone for which you have previously fulfilled the higher-order recharge condition (see page 154); this is now your personal touchstone.

Each time you visit your touchstone from now on, you gain double the number of uses of the higher-order ability when you fulfill the recharge condition.

You may continue to visit other touchstone sites and gain the standard number of higher-order uses with each visit to those sites (and you lose the higher-order uses left unused at your personal site, unless you have taken Planar Touchstone enough times to allow you to keep the higher-order uses of more than one planar touchstone simultaneously).

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take this feat, it applies to a new planar touchstone.

PLANAR FAMILIAR [GENERAL]

When you are ready and able to acquire a new familiar, you may choose one of several nonstandard familiars.

Prerequisite: Ability to acquire a new familiar, compatible alignment, sufficient arcane spellcaster level, Knowledge (the planes) 5 ranks.

Benefit: When choosing a familiar, you may add the following creatures to your list of options.

You may choose a familiar with an alignment up to one step away from yours on each of the alignment axes (lawful-chaotic and good-evil).

PLANAR FAMILIARS

Familiar	Arcane Spellcaster Alignment	Level Required
Anarchic* animal ¹	Any chaotic	5th
Axiomatic* animal ¹	Any lawful	5th
Celestial animal ¹	Any good	3rd
Elemental, Small ²	Neutral	5th
Fiendish animal ¹	Any evil	3rd
Imp ³	Lawful evil	7th
Lantern archon	Lawful good	7th
Mephit	Neutral	7th
Quasit	Chaotic evil	7th

*New template; see Chapter 6: Creatures of the Planes.

¹ Apply the anarchic, axiomatic, celestial, or fiendish template to any animal from the standard familiar list. Unlike other improved familiars, these creatures grant their masters the standard benefits for having an animal familiar of that type.

² Air, earth, fire, or water elemental only.

³ Standard only. If you are using the *Fiend Folio*, you may use a filth imp instead.

The improved familiar is magically linked to its master in the same way as a normal familiar.

The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual* or this book, except as noted below.

Hit Dice: For effects that depend upon Hit Dice, use the master's character level or the familiar's normal Hit Dice total, whichever is higher.

Hit Points: Use one-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better.

Saving Throws: For each saving throw, use the master's base save bonus (as calculated from his character level) or the familiar's, whichever is better.

Familiar Special Abilities: Use the second table in the Familiars sidebar, page 53 of the *Player's Handbook*, to determine additional abilities, just as you would for a normal familiar.

With the exception of anarchic, axiomatic, celestial, and fiendish animals, planar familiars do not grant their masters any of the benefits that appear on the first table in that sidebar.

PLANAR TOUCHSTONE [GENERAL]

Forge a link between you and power-rich planar locations, referred to as planar touchstones (see Planar Touchstones, page 153).

Prerequisite: Portable object of at least 250 gp value native to any designated planar touchstone site, Knowledge (the planes) 8 ranks.

Benefit: Choose any site designated as a planar touchstone for which you also possess an object native to that location, as noted in this feat's prerequisite.

When this feat is first taken, forging a link between yourself and a chosen planar touchstone takes 24 hours of uninterrupted concentration.

To forge a link, you must spend 10 experience points and expend the object described in this feat's prerequisite. Once the link is forged, you gain the base ability described for that touchstone.

If you physically visit the planar location once you've forged a link, you also gain a higher-order ability with a limited number of uses, as described for that planar touchstone.

You may repeatedly visit the planar touchstone, each time recharging your usages of the higher-order ability.

Usages of a higher-order ability do not stack, so visiting your planar touchstone prior to using up any of your higher-order usages confers no additional benefit.

Once you've established a link with one planar touchstone site by taking this feat, you may also freely visit other planar touchstones.

When you do so and fulfill the higher-order ability's recharge condition for the alternate site, you immediately gain the base ability of the new planar touchstone site and lose the base ability of the previous site.

You also lose any remaining uses of the higher-order ability of your previously selected site (if any), and instead gain the specified number of higher-order ability uses appropriate to the new site.

In this way, you can "unplug" from one site and "plug in" to a new planar touchstone site as often as you desire.

Thus, after expending the raw materials and experience points for making your first connection, making subsequent connections with different sites is as easy as fulfilling the higher-order recharge condition.

Special: You can take this feat more than once.

Each time, you gain the base ability to retain one more planar touchstone location in addition to your previous ability.

You also gain the capacity to retain uses of one more planar touchstone's higher-order ability.

Thus, you could retain the base abilities for both the Breaching Obelisk and Echolost (planar touchstone locations described in Chapter 7), as well as both sites' higher-order uses, simultaneously.

If you then visit a third planar touchstone and fulfill its recharge condition, unless you have taken this feat three times, you must choose which of your two previous touchstone site abilities to lose when you gain the abilities of the third touchstone site.

SHADOW HERITAGE [HERITAGE]

You are descended from creatures native to the Plane of Shadow.

You share some of your ancestors' natural stealth, but only in areas of dim or no illumination.

Benefits: You gain a +3 bonus on Hide and Move Silently checks when in an area of darkness or shadowy illumination.

STALWART PLANAR ALLY [GENERAL]

The allies you summon from a specific plane are tougher than normal.

Prerequisites: Cha 13, Spellcraft 5 ranks, Planar Touchstone.

Benefit: When you use a spell or spell-like ability to summon a creature native to a plane that has a planar touchstone site to which you have forged a link (see the Planar Touchstone feat), you imbue the creature with exceptional resilience.

The creature gains a +4 bonus to its Armor Class and on saving throws for the duration of the summoning effect. Furthermore, the duration of the summoning effect that brought the creature is doubled.

(Effects with a duration of concentration, instantaneous, or permanent are not affected).

For example, a cleric who has used his Planar Touchstone feat to forge a link between himself and Empyrea Mere (a touchstone located on the Seven Mounting Heavens of Celestia) grants these bonuses to any creature he summons from Celestia, such as a hound archon.

Special: If a creature's indicated environment doesn't specify a particular home plane, but rather a group of related planes (such as "any good-aligned plane"), you may choose to summon a creature of that kind that is native to your chosen plane and thus apply the feat's effect normally. However, no component of the alignment of the creature to be summoned may be opposed to any alignment traits of your chosen plane for the feat to work.

For instance, the cleric in the example above could apply the feat's effect to a summoned celestial black bear (lawful good) or a celestial bison (neutral good), since celestial creatures have an environment of "any good-aligned plane". He couldn't apply it to a summoned celestial lion (chaotic good), since the lion's alignment has at least one component (chaotic) that is opposed to the alignment traits of the Seven Mounting Heavens of Celestia (lawful).

WATER HERITAGE [HERITAGE]

You are descended from creatures native to the Elemental Plane of Water.

You share some of your ancestors' natural aquatic talents.

Benefits: You gain a swim speed of 20 feet, or your existing swim speed increases by 20 feet.

Also, you gain a +4 bonus on Constitution checks made to hold your breath.

Special: A creature with a swim speed also gains a +8 racial bonus on Swim checks made to perform some special action or avoid a hazard, and can take 10 on a Swim check even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

PLAYER'S GUIDE TO FAERÛN (3.5)

MAIN SECTION FEATS

ARCANE PREPARATION [GENERAL]

You can prepare an arcane spell ahead of time just as a wizard does.

When you do so, you need not take any extra time to apply metamagic feats upon casting that spell.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know.

(Usually, you do this in order to apply a metamagic feat to the spell).

Thereafter, you can cast that spell as a standard action even if you apply a metamagic feat to the spell as you cast it.

Preparing a spell uses a slot of the appropriate level.

Once the spell is prepared, you can't use that spell slot for anything else until you cast the prepared spell.

Normal: A sorcerer or bard who applies a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

ARCANE SCHOOLING [REGIONAL]

In your homeland, all who show some skill at the Art may receive training as arcane spellcasters.

Thus, many characters know something of the ways of the bard, the sorcerer, or the wizard.

Prerequisite: Deep Imaskari (Underdark [Deep Imaskar]), human (Chessenta, the Golden Water, Halruaa, Lantan, Mulhorand, Nimbral, Unther, or the Wizards' Reach), or planetouched (Chessenta).

Benefit: Choose one arcane spellcasting class (bard, sorcerer, or wizard).

You can activate spell trigger magic items as if you had 1 level in the selected class.

The selected class also becomes a favored class for you in addition to any other favored class you have or select.

For example, a multiclass human fighter/rogue who selects wizard for this feat could add levels of wizard without

taking any experience penalty for multiclassing in three classes.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

ARTIST [REGIONAL]

Your people are renowned for their skill at story and song.

Prerequisite: Elf (Sildëyuir or Snow Eagle Aerie), Gnome (Thesk or the Western Heartlands), half-elf (the Dalelands), or human (Chessenta, Waterdeep, or the Western Heartlands).

Benefit: You gain a +2 bonus on all Perform checks and on checks with one Craft skill that involves art, such as calligraphy, painting, sculpture, or weaving.

In addition, if you have the bardic music ability, you may use it three additional times per day.

For example, a 3rd-level bard with this feat could use her bardic music ability six times per day.

Normal: A bard can use her bardic music ability once per day per bard level.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

AXETHROWER [REGIONAL]

You have learned how to hurl heavy weapons to deadly effect.

Prerequisite: Dwarf (the Great Glacier), human (the Great Glacier, the Moonshae Isles, the North, or Vaasa), lizardfolk (Surkh), or orc (the Moonsea or Underdark [Northdark]).

Benefit: When you make a ranged attack with a thrown weapon (axe, spear, javelin, or the like), you may add your Strength bonus instead of your Dexterity bonus to the attack roll.

Normal: A character attacking with a ranged weapon adds his Dexterity bonus to the attack roll.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

BLOODED [REGIONAL]

You know what it means to fight for your life, and you understand the value of quick wits and quicker reactions when blades are bared and deadly spells are chanted.

Prerequisite: Centaur (the Plateau of Thay), dwarf (Underdark [Earthroot]), elf (Cormanthor Drow, the Inner Sea, Menzoberranyr, or the Outer Sea), gnom (the Plateau of Thay), grimlock (Underdark [Reeshov]), halfling (the Chondalwood), human (the Dalelands, the Nelander Isles, Silvermoon, or Tethyr), or orc (Underdark [Northdark] or Vaasa).

Benefit: You get a +2 bonus on initiative checks and a +2 bonus on Spot checks.

You cannot become shaken, and you ignore the effects of the shaken condition.

However, you can still be frightened or panicked.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

BLOODLINE OF FIRE [REGIONAL]

You are descended from the efreet who ruled Calimshan long ago.

The blood of these fire spirits runs thick in your veins.

Prerequisite: Human (Calimshan) or planetouched (Calimshan).

Benefit: You receive a +4 bonus on saving throws against fire effects.

In addition, you cast spells with the fire descriptor at +2 caster level.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

BULLHEADED [REGIONAL]

The stubbornness and determination of your kind are legendary.

You are exceptionally headstrong and difficult to sway from your course.

Prerequisite: Dwarf (Underdark [Earthroot], Underdark [Northdark], the Great Rift, or the Spine of the World), human (Altumbel, Damara, the Great Dale, Rashemen, or the Western Heartlands), or taer (the Icerim Mountains).

Benefit: You receive a +2 bonus on all Will saves.

You cannot become shaken, and you ignore the effects of the shaken condition.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

COSMOPOLITAN [REGIONAL]

You've been lied to more times than you can count.

This history has made you intimately familiar with the deceit, guile, and doublespeak of city folk.

Prerequisite: Dwarf (Waterdeep), elf (Waterdeep), half-elf (Waterdeep), halfling (Amn), or human (Amn, the Golden Water, the Sword Coast, or Waterdeep).

Benefit: You gain a +2 bonus on Bluff, Gather Information, and Sense Motive checks.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

DAUNTLESS [REGIONAL]

You can stand up to greater punishment than most and still keep on going.

Prerequisite: Dwarf (the Galena Mountains, the Smoking Mountains, Turmish, Underdark [Earthroot], or Underdark [Old Shanatar]), human (Damara, the Great Dale, Impiltur, or the Moonshae Isles), lizardfolk (Surkh), orc (Amn, Chessenta, or Vaasa), or slyth (Underdark [Fluvenilstra]).

Benefit: You gain +5 hit points.

Special: You may not select this feat more than once, but its benefit stacks with Toughness.

You may select this feat only as a 1st-level character.

You may have only one regional feat.

DAYLIGHT ADAPTATION [REGIONAL]

You have accustomed yourself to the painful sunlight of the surface world.

Prerequisite: Dwarf (Underdark [Northdark]), elf (Cormanthor Drow), kuo-toa (Underdark [Sloopdilmopolop]), or orc (Chessenta, the Hordelands, the North, or Thesk).

Benefit: Unlike other members of your race, you are not dazzled or blinded by exposure to bright light or sunlight. However, spells or effects that affect all creatures regardless of race, such as a *sunbeam* or *sunburst* spell, still affect you normally.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

DELAY SPELL [METAMAGIC]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any other metamagic feat.

Benefit: A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it.

You determine the delay when you finish casting the spell, and it cannot be changed once set.

The spell activates just before your turn on the round you designate.

Only personal or touch range spells and those with areas can be affected by this feat.

Any decisions you would normally make about the spell (including attack rolls, designating targets, or determining or shaping an area) must be made when the spell is cast.

Any effects resolved by the subject (including saving throws) are determined when the spell triggers.

If conditions change between casting and triggering in such a fashion as to make the spell impossible (for example, if the target you designate leaves the spell's area or moves out of range before it goes off), the spell fails.

A delayed spell may be dispelled normally during the delay period, and spells such as *detect magic* can detect it normally in the area or on the target.

A delayed spell uses up a slot three levels higher than the spell's actual level.

DISCIPLINE [REGIONAL]

Your people are admired for their single-minded determination and clarity of purpose.

You are difficult to distract by spell or blow.

Prerequisite: Chitine (Underdark [Yathchol]), elf (Evereska or the Yuirwood), gnome (the Western Heartlands), halfling (Luiren), human (Aglarond, Cormyr, Shadovar, Shou Expatriate, or Thay), planetouched (Mulhorand), or slyth (Underdark [Fluvenilstra]).

Benefit: You gain a +2 bonus on Will saves and a +2 bonus on Concentration checks.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

DREADFUL WRATH [REGIONAL]

You are terrible to behold in battle, and few foes have the heart to face you without quailing.

Prerequisite: Human (Rashemen), kuo-toa (Underdark [Sloopdilmopolop]), or planetouched (Impiltur, the Silver Marches, Thay, or Western Heartlands).

Benefit: When you charge, make a full attack, or cast a spell that either targets an enemy or includes an enemy in its area, you gain the frightful presence ability for that round.

Each enemy within a 20-foot radius of you must succeed on a Will save (DC 10 + 1/2 your character level + your Cha modifier) or be shaken for 1 minute.

Regardless of its success or failure on the saving throw, any creature exposed to this effect is immune to your frightful presence for the next 24 hours.

This is an extraordinary morale effect.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

EDUCATION [REGIONAL]

You hail from a land where the pen is held in higher regard than the sword.

In your youth, you received the benefit of formal schooling of some type.

Prerequisite: Elf (Evermeet, Silverymoon, or Snow Eagle Aerie), gnome (Lantan), half-elf (Silverymoon), or human (Chessenta, Lantan, Silverymoon, or Waterdeep).

Benefit: All Knowledge skills are class skills for your current and all your future classes.

You may also select two Knowledge skills to develop more fully.

You get a +2 bonus on all checks you make with those skills.

If you select a Knowledge skill in which you do not yet have ranks, you gain no immediate benefit, since Knowledge skills can be used only with training. But the selection still represents your improved potential for that skill.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

ETHRAN [REGIONAL]

You have been initiated into the secrets of the Witches of Rashemen as a member of the Ethran (the "untrained").

Prerequisites: Female, human (Rashemen).

Benefit: You gain a +2 bonus on Handle Animal and Survival checks.

When dealing with other Rashemis, you gain a +2 bonus on Charisma-based skill and ability checks.

Furthermore, you can participate in circle magic (see Circle Magic on page 59 in the FORGOTTEN REALMS Campaign Setting).

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

FEARLESS [REGIONAL]

You are a stranger to fear.

Nothing can shake your courage.

Prerequisite: Aarakocra (the Stormhorns), elf (Elven Court or Snow Eagle Aerie), gloaming (Sphur Upa),

gnome (Lantan), halfling (Channath Vale or the Western Heartlands), human (Anauroch or Impiltur), or orc (the Hordelands).

Benefit: You are immune to fear effects, magical or otherwise.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

FLEET OF FOOT [REGIONAL]

You are extraordinarily swift.

Prerequisite: Elf (the Forest of Lethyr, the High Forest, or the Wealdath), half-elf (the Dalelands or the High Forest), or human (the Shaar or Thindol).

Benefit: Your land speed is faster than the norm for your race by 10 feet.

This benefit applies only when you are wearing no armor or light armor and not carrying a heavy load.

Apply this bonus before modifying your speed for any load carried.

Special: If a feature of your character class also improves your land speed, the speed increase for Fleet of Foot stacks with that provided by the class feature.

You may select this feat only as a 1st-level character.

You may have only one regional feat.

FOE HUNTER [REGIONAL]

In a land threatened by fierce raiders, you have learned to fight effectively against certain foes.

You know their ways and how to beat them.

Home Region	Favored Enemy
Cormyr	Humanoids (goblinoid)
Chult	Humanoids (goblinoid)
The Dragon Coast	Dragons
The Galena Mountains	Humanoids (goblinoid)
Impiltur	Demons
The Moonsea	Humanoids (orc)
The North	Humanoids (orc)
Samarach	Yuan-ti
The Spine of the World	Humanoids (orc)
Tashalar	Yuan-ti
Thindol	Yuan-ti

Prerequisite: Dwarf (the Galena Mountains or the Spine of the World), half-elf (the Dragon Coast), halfling (the North), or human (Chult, Cormyr, Impiltur, the Moonsea, the North, Samarach, Tashalar, or Thindol).

Benefit: You acquire a favored enemy.

This benefit functions like the ranger class feature of the same name, except that the exact type of creature you oppose is determined by your home region, according to the table above.

FORESTER [REGIONAL]

You are one with Faerûn's mighty forests.

Few can match your woodcraft or your skill on your chosen battlefield.

Prerequisite: Elf (the Chondalwood, the Forest of Lethyr, the High Forest, or Sildëyuir), gnome (the Great Dale), half-elf (Aglarond or the High Forest), halfling (the Chondalwood), human (the Dalelands or the Great Dale), or volodni (the Forest of Lethyr).

Benefit: You gain a +1 bonus on Hide, Listen, Move Silently, and Spot checks.

When you are in forest terrain, this bonus increases to +3.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

FORGEHEART [REGIONAL]

Because you are inured to the hellish heat of your homeland, you are resistant to blasts of fire that would damage other creatures.

Prerequisite: Dwarf (the Smoking Mountains or the Sword Coast).

Benefit: You gain resistance to fire 5.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

FURIOUS CHARGE [REGIONAL]

Your people are known for their love of battle, and they rarely waste time in meeting a foe blade-to-blade.

You know how to make the most of a charge.

Prerequisite: Aarakocra (the Stormhorns), human (Cormyr, the Ride, Tethyr, or Uthgardt Tribesfolk), orc (Chessenta), or wemic (the Shaar).

Benefit: You gain a +4 bonus on the attack roll you make at the end of a charge.

Normal: A character gains a +2 bonus on the attack roll made at the end of a charge.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

HORSE NOMAD [REGIONAL]

You have been raised in a culture that relies upon riding and shooting.

Prerequisite: Human (the Hordelands, Nimbral, the Ride, or the Shaar).

Benefit: You gain proficiency with the composite shortbow, light lance, and scimitar.

You also get a +3 bonus on all Ride checks.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

IMPROVED FAMILIAR [GENERAL]

Refer to the Improved Familiar feat description on page 200 of the *Dungeon Master's Guide*.

In addition to the choices presented there, the following familiars are available in a FORGOTTEN REALMS campaign.

Familiar	Alignment	Level
Deathfang ^{RAC}	Neutral evil	9th
Flying snake ^{RAC}	Neutral	3rd
Lizard, spitting crawler ^{FOR}	Neutral	3rd
Lynx ^{RAC}	Neutral	3rd
Osquip ^{RAC}	Neutral evil	5th
Tressym	Neutral good	5th

Improved familiars do not grant any special abilities to their masters other than the Alertness feat, an empathic link, and the ability to share spells with the familiar.

INNATE SPELL [METAMAGIC]

You have mastered a spell so thoroughly that you can now use it as a spell-like ability.

Prerequisites: Silent Spell, Still Spell.

Benefit: Choose a spell that you know.

You can now use this spell three times per day as a spell-like ability.

If the innate spell has an XP cost, you pay that cost each time you use the spell.

If it has a focus, you must have it to use the spell in this manner.

If the innate spell has a costly material component, you need an item worth 50 times that amount to use as a focus for the spell-like ability.

Otherwise, you need no components to use the innate spell as a spell-like ability.

You must permanently assign one spell slot of the appropriate spell level to the innate spell.

You can't use this spell slot for anything else—that is, you can cast one fewer spell per day at that spell level than you could if you didn't have an innate spell.

For example, if you could normally cast three 3rd-level spells per day and you choose *fireball* as your innate spell, you can now cast only two 3rd-level spells per day, but you gain three uses per day of *fireball* as a spell-like ability.

Special: You can choose this feat more than once, selecting a different innate spell each time.

INSCRIBE RUNE [ITEM CREATION]

You can create magic runes that hold spells until triggered.

Prerequisites: Int 13, appropriate Craft skill, divine spellcaster level 3rd.

Benefit: You can cast any divine spell you have access to as a rune.

You must have prepared the spell to be scribed and must provide any material components or focuses the spell requires.

If casting the spell would reduce your XP total, you pay that cost upon beginning the rune in addition to the XP cost for making the rune itself.

Likewise, material components are consumed when you begin writing the rune, but focuses are not.

See Rune Magic in Chapter 2 of the FORGOTTEN REALMS Campaign Setting for details on runes and rune magic.

A single object of Medium size or smaller can hold only one rune.

A larger object can hold one rune per 25 square feet of surface area.

Runes cannot be placed on creatures, although they can be drawn on equipment a creature carries.

The rune has a price equal to its spell level × caster level × 50 gp.

(A 0-level spell counts as 1/2 level).

You must spend 1/25 of the price in XP and use up raw materials costing one-half the price to inscribe the rune.

Note: The rune cost multiple given here (50 gp) supersedes the one given in the FORGOTTEN REALMS Campaign Setting (100 gp).

INSIDIOUS MAGIC [METAMAGIC]

You can use the Shadow Weave to make your spells harder for Weave users to detect.

Prerequisite: Shadow Weave Magic.

Benefit: Any Weave user who employs a divination spell (such as *detect magic*), spell-like ability, or magic item that could detect the magical aura of one of your spells must make a successful level check (DC 11 + your caster level) to succeed.

Similarly, a Weave user attempting to reveal the effects of one of your spells via a divination spell (such as *see invisibility*) must make a caster level check to succeed.

The Weave user may check only once for each divination spell used, no matter how many of your spell effects are operating in that area.

All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic feat.

This benefit does not extend to spells you cast from the schools of evocation or transmutation.

KNIFEFIGHTER [REGIONAL]

You're an expert at using weapons in a grapple.

Prerequisite: Bugbear (the Earthfast Mountains), chitine (Underdark [Yathchol]), goblin (the Earthfast Mountains), half-elf (Dambrath or the Dragon Coast), halfling (Channath Vale), hobgoblin (the Earthfast Mountains), human (Anauroch, Dambrath, the Lake of Steam, or the Sword Coast), orc (Thesk), or planetouched (Chessenta).

Benefit: You can use a light weapon to attack your opponent in a grapple with no penalty on the attack roll. In addition, you need not win a grapple check to draw a light weapon while grappling, although you still must use a move action to do so.

If your base attack bonus is +6 or higher, you can make a full attack with a light weapon while grappling, provided that you already have your weapon drawn.

Normal: A character in a grapple takes a –4 penalty on attack rolls when attacking the grappled opponent with a light weapon.

A character in a grapple must win a grapple check in order to draw a weapon and cannot make a full attack in the round she does so.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

LUCK OF HEROES [REGIONAL]

Your land is known for producing heroes.

Through pluck, determination, and resilience, you survive when no one expects you to come through.

Prerequisite: Elf (Elven Court, the Forest of Lethyr, or the Yuirwood), gloaming (Sphur Upra), half-elf (Aglarond), halfling (Channath Vale or the Western Heartlands), or human (Aglarond, the Dalelands, Tethyr, Turmish, or the Vast).

Benefit: You receive a +1 luck bonus on all saving throws and a +1 luck bonus to Armor Class.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

MAGIC IN THE BLOOD [REGIONAL]

You have a knack for getting the most out of your innate magical abilities.

You can use them more often than others of your race can.

Prerequisite: Dwarf (Oldonnar or Underdark [Darklands]), elf (Menzoberranyr), gnome (the Great Dale, Thesk, or Underdark [Northdark]), planetouched (Calimshan, Mulhorand, or Unther), or spirit folk (Ashane).

Benefit: You can use your racial spell-like abilities more often than you otherwise could.

Any ability that is otherwise usable once per day is now usable three times per day.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

MAGICAL ARTISAN [GENERAL]

You have mastered the method of creating a certain kind of magic item.

Prerequisite: Any item creation feat.

Benefit: Choose one item creation feat that you possess. When you make an item with that feat, you pay only 75% of the normal cost to create the item.

Special: You may gain Magical Artisan multiple times. Each time you take the feat, it applies to a new item creation feat.

MAGICAL TRAINING [REGIONAL]

You come from a land where cantrips are taught to all who have the aptitude to learn magic.

Every crafter and artisan, it seems, knows a minor spell or two.

Prerequisites: Int 10 or Cha 10, elf (Evereska or Evermeet) or human (Halruaa or Nimbral).

Benefit: You can cast three 0-level arcane spells per day as either a sorcerer or wizard (your choice, so long as you have a score of at least 10 in the ability that controls the spellcasting for that class).

You must make this decision when you first take the feat.

Thereafter, you have an arcane spell failure chance if you wear armor and are treated as a sorcerer or wizard of your arcane spellcaster level (minimum 1st) for the purpose of determining level-based variables of the spells you cast.

If you choose to cast spells as a sorcerer, the DC for saves against your spells is 10 + your Cha modifier.

You know two 0-level spells of your choice from the sorcerer/wizard list.

If you choose to cast spells as a wizard, the DC for saves against your spells is 10 + your Int modifier.

You have a spellbook with three 0-level spells of your choice from the sorcerer/wizard list.

You prepare your spells exactly as a wizard does.

Special: If you already have levels in sorcerer or wizard, increase the number of 0-level spells you can cast per day by three.

You may select this feat only as a 1st-level character.

You may have only one regional feat.

MERCANTILE BACKGROUND [REGIONAL]

You come from a wealthy family with numerous contacts in the trading costers and craft guilds of Faerûn's bustling cities.

You can get a good deal on almost anything you buy or sell.

Prerequisite: Dwarf (the Sword Coast or Underdark [Darklands]), gnome (Lantan or Underdark [Northdark]), halfling (Amn), or human (Amn, Lantan, Sembia, Shou Expatriate, Tashalar, Tharsult, Thesk, Turmish, the Vast, or Waterdeep).

Benefit: When you sell weapons, magic items, or other adventuring goods, you get 75% of the list price instead of 50%.

Once per month, you can buy any single item at 75% of the offered price.

You also receive an extra 300 gp to spend as you see fit during character creation.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

MILITIA [REGIONAL]

Your people rely on a well-trained and well-armed militia to defend their land.

You're no stranger to the use of weapons.

Prerequisite: Half-elf (Aglarond), halfling (Luiren), or human (Altumbel, the Dalelands, Impiltur, Samarach, Thindol, or Turmish).

Benefit: You gain proficiency with all martial weapons.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

MIND OVER BODY [REGIONAL]

The aesthetics and mystics of your homeland have learned to overcome the frailties of the body with the unyielding power of the mind.

Prerequisite: Elf (Silvermoon or Snow Eagle Aerie), half-elf (Silvermoon), human (Calimshan, Mulhorand, Shou Expatriate, or Thay), planetouched (Calimshan or Thay), or spirit folk (Ashane).

Benefit: At 1st level, you may use your Intelligence or Charisma modifier (your choice) to determine your bonus hit points.

For all subsequent levels, you use your Constitution modifier, as normal.

In addition, you gain +1 hit point every time you learn a metamagic feat.

Furthermore, if you can cast arcane spells, you get a +1 insight bonus to Armor Class.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

OTHERWORLDLY [REGIONAL]

Your folk are known for their mystic power and seem to transcend their mortal forms.

Your inner radiance is so strong that you are more than mortal.

Prerequisite: Deep Imaskari (Underdark [Deep Imaskar]), elf (Evermeet, Sildëyuir), or spirit folk (Ashane).

Benefit: You are a native outsider, not a humanoid.

You have darkvision out to 60 feet.

Furthermore, you gain a +2 bonus on all Diplomacy checks.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

PERNICIOUS MAGIC [METAMAGIC]

You can use the Shadow Weave to make your spells harder for Weave users to resist.

Prerequisite: Shadow Weave Magic.

Benefit: You gain a +4 bonus on caster level checks made to defeat a Weave user's spell resistance.

All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic feat.

This benefit stacks with those from the Spell Penetration and Greater Spell Penetration feats, but it does not extend to spells you cast from the schools of evocation or transmutation.

PERSISTENT SPELL [METAMAGIC]

You can make a spell last all day.

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours.

The persistent spell must have a personal range or fixed range (for example, *comprehend languages* or *detect magic*). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged.

You need not concentrate on spells such as *detect magic* or *detect thoughts* to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal.

Concentration on such a spell is a standard action that does not provoke an attack of opportunity.

A persistent spell uses up a spell slot six levels higher than the spell's actual level.

PORTAL MASTER [ITEM CREATION]

You are especially proficient at creating *portals*—permanent magic devices that instantaneously transport those who know their secrets from one locale to another.

Faerûn is riddled with *portals*.

Prerequisite: Craft Wondrous Item.

Benefit: When you build a *portal*, you pay only 50% of the normal cost to create the device.

This benefit does not stack with that provided by the Magical Artisan feat.

In addition, you know how to pass through dangerous *portals* safely.

As a standard action, you can attempt to stabilize a malfunctioning *portal* temporarily.

Make a Spellcraft check and add the check result to the d% roll for the effect of the malfunctioning *portal* (see Table 2–2 in Chapter 2 of the FORGOTTEN REALMS Campaign Setting).

The *portal* remains stable for 1 minute, and you can retry the stabilization as often as you like.

REACTIVE COUNTERSPELL [GENERAL]

You can react quickly to counter spells cast by opponents.

Prerequisites: Improved Counterspell, Improved Initiative.

Benefit: Once per round, you can counterspell an opponent's spell even if you have not readied an action to do so.

This counterspell action takes the place of your next turn. You can't use this feat when you are flat-footed.

Normal: Without this feat, you must ready an action each round that you wish to use a counterspell.

RESIST POISON [REGIONAL]

Your people have become inured to many deadly substances through controlled exposure or the simple hostility of your home environment.

You can shrug off poisons that would kill someone else.

Prerequisite: Bugbear (the Earthfast Mountains), chitine (Underdark [Yathchol]), dwarf (Underdark [Northdark]), goblin (the Earthfast Mountains), hobgoblin (the Earthfast Mountains), human (Dambrath or Lapaliiya), or orc (the Moonsea or the North).

Benefit: You get a +4 bonus on Fortitude saving throws against poison.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

SADDLEBACK [REGIONAL]

You've spent endless hours learning how to handle a mount in a fight.

Prerequisites: Human (Cormyr, Dambrath, the Hordelands, Narfell, Nimbral, the North, the Western Heartlands).

Benefit: You can take 10 on Ride checks, even if you are rushed or threatened.

If either you or your mount fails a Reflex save while mounted, you can attempt a Ride check to succeed on the saving throw anyway.

The save is successful if your Ride check result is equal to or greater than the spell's save DC.

(Essentially, you can substitute your Ride check result for your Reflex save if the former is higher).

You can attempt this substitution once per round for either yourself or your mount.

If both you and your mount fail a Reflex save against the same effect (for example, a *fireball* spell or dragon breath that catches you and your mount in its area), your Ride check result applies to both your save and your mount's save.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

SHADOW WEAVE MAGIC [GENERAL]

You have discovered the dangerous secret of the Shadow Weave.

Prerequisite: Wis 15 or patron deity Shar.

Benefit: From now on, your spells tap the Shadow Weave instead of the Weave.

You can also activate magic items that use the Shadow Weave without taking damage.

The saving throw for every spell you cast from the schools of enchantment, illusion, and necromancy increases by +1.

You also get a +1 bonus on caster level checks to overcome spell resistance with spells from these schools.

The Shadow Weave proves less than optimal for effects involving energy or matter.

Your effective caster level for spells you cast from the schools of evocation or transmutation (except spells with the darkness descriptor) is reduced by one.

A 1st-level Shadow Weave user cannot cast spells from these schools at all.

You can no longer cast spells with the light descriptor. No matter what school they are from, such spells automatically fail.

Your ability to use magic items that produce light effects is also limited—you cannot invoke an item's light power if its activation method is spell completion or spell trigger.

From now on, any magic item you create is a Shadow Weave item (see Chapter 2 of the *FORGOTTEN REALMS Campaign Setting*).

SIGNATURE SPELL [GENERAL]

You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

Prerequisite: Spell Mastery.

Benefit: Choose one spell that you have mastered with the Spell Mastery feat as your signature spell.

You may now convert prepared arcane spells of that spell's level or higher into your signature spell, just as a good cleric can spontaneously cast prepared spells as *cure* spells.

Special: You can gain Signature Spell multiple times.

Each time you take the feat, it applies to a different mastered spell.

SILVER PALM [REGIONAL]

Your culture is based on haggling and the art of the deal.

Prerequisite: Dwarf (the Great Rift, Turmish, or Waterdeep), halfling (Amn), or human (Amn, the Dragon Coast, the Golden Water, Sembia, Tharsult, Thesk, the Vilhon Reach, or Waterdeep).

Benefit: You get a +2 bonus on all Appraise, Bluff, and Sense Motive checks.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

SMOOTH TALK [REGIONAL]

Your people rarely have to draw their weapons to deal with potential adversaries.

There are few problems that you can't talk your way out of.

Prerequisite: Elf (Waterdeep), gloaming (Sphur Upra), gnome (Thesk), half-elf (Waterdeep), or human (Silverymoon, Thesk, Waterdeep).

Benefit: You take only a –5 penalty if you attempt a Diplomacy check as a full-round action.

Normal: A Diplomacy check usually requires at least 1 minute.

You can attempt a rushed Diplomacy check as a full-round action, but you take a –10 penalty.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

SNAKE BLOOD [REGIONAL]

The taint of the yuan-ti runs in your veins.

No outward signs give away your heritage, but you are something more—or less—than human.

Prerequisite: Human (Chult, the Lake of Steam, Lapaliiya, Samarach, Tashalar, Tharsult, Thindol, the Vilhon Reach, or the Western Heartlands).

Benefit: You gain a +2 bonus on Reflex saving throws and a +2 bonus on Fortitude saves against poison.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

SPELL THEMATICS [GENERAL]

Your spells manifest with a distinct theme or appearance.

Prerequisite: Arcane spellcaster level 1st.

Benefit: Due to the unusual appearance of your spells, the DC of any Spellcraft check made to identify a spell you have cast increases by +4.

In addition, you may designate one spell you know per spell level as a thematic spell and cast it at +1 caster level.

As you gain access to new spell levels, you can designate new thematic spells; you don't need to select this feat again to acquire new thematic spells.

Nearly any theme is possible, so long as you can describe a visual link for unification.

For example, your theme might be "lightning," "spheres," or "screaming skulls".

If you choose spheres as your theme, your *magic missiles* might take the form of glowing spheres of light, and your summoned monsters might emerge from mysterious rainbow-colored globes.

If your theme is "lightning," your *haste* spell might manifest as a bright green spark that leaps from ally to ally.

You can't use this feat to make your spell manifestations invisible, nor do your spell thematics change the type of damage a spell deals, regardless of its appearance.

This feat supersedes the version found in *Magic of Faerûn*.

SPELLCASTING PRODIGY [GENERAL]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells, treat the ability score that controls your spellcasting (Charisma for bards and sorcerers, Wisdom for divine spellcasters, or Intelligence for wizards) as 2 points higher than its actual value.

Special: You can gain Spellcasting Prodigy multiple times.

Each time you take the feat, it applies to a different spellcasting ability score.
You can take this feat even if you don't have any levels in a spellcasting class yet.
You may select this feat only as a 1st-level character.

SPELLWISE [REGIONAL]

You were raised in a land where mighty wizards are common.
Everyone in your homeland knows something about magic, and you have learned that things are sometimes not as they appear.

Prerequisite: Elf (Evermeet) or human (Calimshan, Halruaa, Nimbral, Samarach, Shadovar, or the Wizards' Reach).

Benefit: You receive a +2 bonus on all Knowledge (arcana) and Spellcraft checks.

You also get a +2 bonus on saving throws against illusion spells or effects.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

STORMHEART [REGIONAL]

The sea is in your blood.

You are no stranger to sea chases and blood on the decks.

Prerequisite: Human (Altumbel, the Dragon Coast, the Lake of Steam, Lapaliiya, the Nelanther Isles, the Sword Coast, or Tharsult).

Benefit: You gain a +2 bonus on Balance and Profession (sailor) checks.

You ignore any hampered movement penalties for fighting on pitching or slippery decks, and you gain a +1 dodge bonus to Armor Class during any fight that takes place on or in a boat or ship.

Normal: A character moving on difficult or treacherous surfaces counts each square of movement as two squares.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

STREET SMART [REGIONAL]

You know how to keep informed, ask questions, and interact with the underworld without raising suspicions.

Prerequisite: Halfling (Amn or Calimshan), human (Amn, Calimshan, Chessenta, the Moonsea, Unther, or the Wizards' Reach), or planetouched (Chessenta or the Western Heartlands).

Benefit: You gain a +2 bonus on Gather Information, Intimidate, and Sense Motive checks.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

STRONG SOUL [REGIONAL]

You possess an innate resistance to fell magic and supernatural attack s.

The souls of your people are difficult to separate from their bodies.

Prerequisite: Dwarf (Oldonnar), elf (Elven Court and Silverymoon), gnome (Underdark [Northdark] or the

Western Heartlands), half-elf (Dambrath, the Dalelands, or Silverymoon), halfling (Channath Vale or Luiren), or human (the Moonshae Isles).

Benefit: You gain a +1 bonus on all Fortitude and Will saves.

Against death effects, energy drain, and ability drain attacks, this bonus increases to +3.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

SUREFOOTED [REGIONAL]

You are used to fighting on steep slopes and treacherous surfaces.

Prerequisite: Grimlock (Underdark [Reeshov]), human (the Great Glacier or Uthgardt Tribesfolk), or orc (Amn, the Moonsea, or Vaasa).

Benefit: You gain a +2 bonus on Climb and Jump checks. You also ignore hampered movement penalties for ice and steep slopes (see Movement in Chapter 9 of the *Player's Handbook*).

If a surface is both steep and icy, you treat it as a $\times 2$ movement cost instead of $\times 4$.

Normal: A character moving on ice or on a steep slope counts each square of movement as two squares.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

SURVIVOR [REGIONAL]

Your people thrive in places that others find almost uninhabitable, and you know many of the secrets of the wilderness.

Prerequisite: Dwarf (Chult or the Great Glacier), elf (the Chondalwood, the Inner Sea or the Outer Sea), human (Anauroch, Chult, the Great Glacier, Narfell, or the Shaar), kuo-toa (Underdark [Sloopdilmopolop]), slyth (Underdark [Fluvenilstra]), or taer (the Icerim Mountains).

Benefit: You get a +2 bonus on Fortitude saves and a +2 bonus on Survival checks.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

SWIFT AND SILENT [REGIONAL]

The shadows are your friends, and your footfalls are whispers of death.

Prerequisite: Bugbear (the Earthfast Mountains), elf (Cormanthor Drow or the Wealdath), goblin (the Earthfast Mountains), halfling (the Chondalwood or the North), hobgoblin (the Earthfast Mountains), human (Uthgardt Tribesfolk), orc (the North), or wemic (the Shaar).

Benefit: You can move up to your normal speed while using the Hide or Move Silently skill at no penalty.

Normal: A character who moves faster than one-half her normal speed takes a -5 penalty on Hide and Move Silently checks.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

TATTOO FOCUS [REGIONAL]

You bear the powerful magical tattoos of a Red Wizard of Thay.

Prerequisite: Specialized in a school of magic, human (Thay) or planetouched (Thay).

Benefit: The saving throw DC for any spell you cast from your specialized school increases by 1.

You also gain a +1 bonus on caster level checks made to overcome a creature's spell resistance when you cast spells from that school.

In addition, you are capable of participating in Red Wizard circle magic.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

TENACIOUS MAGIC [GENERAL]

You can use the Shadow Weave to make your spells harder for Weave users to dispel.

Prerequisite: Shadow Weave Magic.

Benefit: Your spells resist dispelling attempts made by Weave users.

All creatures employing spells or spell-like abilities are considered Weave users unless they possess the Shadow Weave Magic feat.

When a Weave user makes a dispel check to dispel one of your spells (including using *dispel magic* to counterspell a spell you are casting), the DC is 15 + your caster level.

This benefit does not extend to spells you cast from the schools of evocation or transmutation.

THUG [REGIONAL]

You have a knack for getting the jump on the competition and pushing other people around.

While others debate, you act.

Prerequisite: Centaur (the Plateau of Thay), dwarf (Underdark [Northdark] or Waterdeep), gnoll (the Plateau of Thay), grimlock (Underdark [Reeshov]), human (the Dragon Coast, the Moonsea, the Nelanthir Isles, Unther, the Vast, or the Vilhon Reach), orc (Amn, Thesk, or Underdark [Northdark]), or planetouched (Impiltur, the Silver Marches, Unther, or the Western Heartlands).

Benefit: You gain a +2 bonus on initiative checks and a +2 bonus on Appraise and Intimidate checks.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

THUNDER TWIN [REGIONAL]

You are one of the generation of dwarf twins born after Moradin's Thunder Blessing in the Year of Thunder.

Prerequisite: Dwarf (the Galena Mountains, the Great Rift, the Smoking Mountains, the Spine of the World, the Sword Coast, Turmish, Underdark [Old Shanatar], or Waterdeep).

Benefit: You have a twin brother or sister (fraternal or identical).

If your twin is alive and on the same plane, you may attempt a DC 12 Wisdom check to sense his or her direction.

If successful, you can note your twin's direction with a move action any time you take the time to do so during the next hour.

You can retry this check once per hour.

You also gain a +2 bonus on Diplomacy and Intimidate checks.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

TIRELESS [REGIONAL]

You don't know the meaning of the word "quit".

Prerequisite: Dwarf (the Galena Mountains, the Sword Coast, or Underdark [Old Shanatar]), human (the Hordelands, the Ride, Thindol, or Vaasa), lizardfolk (Surkh), orc (the Hordelands), or wemic (the Shaar).

Benefit: You reduce the effects of exhaustion and fatigue by one step.

You cannot become exhausted.

If you are exposed to an effect or condition that would normally make you exhausted (such as the spell *waves of exhaustion*), you become fatigued instead.

If an effect or condition (such as the end of barbarian rage) would normally make you fatigued, that effect is negated.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

TREETOPPER [REGIONAL]

Your people are at home in trees and high places.

You can dare climbs that few other folk would care to try.

Prerequisite: Elf (the Chondalwood, the High Forest, or the Yuirwood), half-elf (Aglarond or the High Forest), halfling (the Chondalwood), or human (Aglarond).

Benefit: You get a +2 bonus on Balance and Climb checks.

You do not lose your Dexterity bonus to AC while climbing, and attackers do not gain any bonuses to attack you while you are climbing.

Normal: A climbing character loses his Dexterity bonus to Armor Class while climbing, and an attacker gains a +2 bonus on attack rolls made to hit him.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

TWIN SPELL [METAMAGIC]

You can cast a spell simultaneously with another spell just like it.

Prerequisite: Any other metamagic feat.

Benefit: A spell altered by this feat takes effect twice, as if you were simultaneously casting the same spell two times on the same location or against the same target.

Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells.

The target suffers all the effects of both spells individually and receives a saving throw for each.

In some cases, such as a twinned *charm person*, failure of both of the target's saving throws results in redundant effects, although any ally of the target would have to succeed on two dispel checks to remove the effect.

As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling. (For example, countering with an untwinned spell doesn't negate just half of the twinned spell). A twinned spell uses up a spell slot four levels higher than the spell's actual level.

TWIN SWORD STYLE [REGIONAL]

You have mastered a defensive style based on wielding a blade in each hand.

Prerequisites: Elf (Menzoberranyr or Waterdeep), half-elf (Waterdeep), or human (Sembia or Waterdeep), proficient with martial weapons.

Benefit: When fighting with two blades (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 shield bonus to your Armor Class against attacks from that opponent. This bonus stacks with the shield bonus from a buckler or animated shield.

You can select a new melee opponent as a free action on your turn.

You lose this bonus if you are caught flat-footed or lose your Dexterity bonus to AC for any reason.

Special: You may select this feat only as a 1st-level character.

You may have only one regional feat.

EPIC FEATS

AXIOMATIC STRIKE [EPIC]

Your attacks deal incredible damage to chaotic creatures.

Prerequisites: Smite anarchy class feature, any lawful alignment.

Benefit: Any weapon you wield is treated as an axiomatic weapon (lawful-aligned, deals an extra 2d6 points of damage against creatures of chaotic alignment). If the weapon already has an alignment, this feat has no effect on it.

CHOSEN WEAPON SPECIALIZATION [EPIC]

You deal more damage than normal when wielding your deity's chosen weapon.

Prerequisites: War domain, Epic Prowess, Weapon Focus with deity's chosen weapon.

Benefits: You gain a +2 bonus on weapon damage rolls when wielding your deity's chosen weapon.

DIVINE SPELL PENETRATION [EPIC]

Choose one component of your alignment (chaotic, evil, good, or lawful).

Any divine spells of that alignment that you cast are more capable of defeating spell resistance than normal.

Prerequisites: Wis 21, Improved Alignment-Based Casting, domain of chosen alignment, alignment matching chosen component, ability to cast 9th-level divine spells.

Benefits: When casting spells of the chosen alignment, you gain a +4 bonus on caster level checks made to overcome spell resistance.

ENHANCE EFFECT [EPIC]

You can change the characteristics of a persistent spell effect that is already in place.

Prerequisites: Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, Skill Focus (Spellcraft), metamagic effect class ability.

Benefit: You can change any variables of a persistent spell effect that is already in place (except its point of origin or the spell's center of effect) as if you were casting the spell yourself, even if you can't normally cast that spell.

For example, you can change the radius of a ring-shaped *wall of fire*, but you cannot change its point of origin.

You can substitute your own caster level for the spell's original caster level if you choose.

You can also shape the effect as you desire within the parameters of the spell.

As with the metamagic effect ability, you must be adjacent to or within the spell effect and make a Spellcraft check—in this case against a DC equal to $30 + (3 \times \text{the spell's level})$. You can use this ability and your metamagic effect ability a total number of times per day equal to $5 + \text{your Intelligence modifier}$.

Like metamagic effect, using this ability is a full-round action that provokes attacks of opportunity.

EPIC COUNTERSPELL [EPIC]

You can counterspell any number of spells each round.

Prerequisites: Spellcraft 30 ranks, Combat Reflexes, Improved Counterspell, Improved Initiative, Quicken Spell, Reactive Counter spell.

Benefit: Any number of times per round, you can counterspell an opponent's spell even if you have not readied an action to do so.

Such a counterspell doesn't count against your later actions for the round.

You can even use this feat when flat-footed.

Normal: Without this feat, a character must ready an action in each round that she wishes to use a counterspell. A character with the Reactive Counterspell feat can counterspell an opponent's spell if she hasn't readied an action, but only once per turn and not when flat-footed.

Special: This feat should be considered part of the epic bonus feat list for any class that grants access to spells of at least 6th level as part of normal (nonepic) class progression (such as bards, clerics, druids, sorcerers, and wizards), as well as for any prestige class that grants a "+1 level of existing class" spell progression at all levels.

EPIC DEVOTION [EPIC]

Choose an alignment component (chaotic, evil, good, or lawful) that you do not possess.

You are particularly resistant to spells with that descriptor.

Prerequisites: Wis 21, Iron Will, alignment different from the chosen component, patron deity who does not accept clerics with the chosen component.

Benefit: You gain a +4 divine bonus on saves against spells of the chosen alignment component.

For instance, a lawful good paladin of Helm who selected chaos would gain a +4 divine bonus on saves against chaotic spells.

That paladin could not select good or law because they are part of her own alignment.

She also could not select evil because Helm accepts evil clerics.

Special: You can take Epic Devotion more than once. Each time you take the feat, you must select a new alignment component.

EPIC SPELLFIRE WIELDER [EPIC]

You can store more spellfire energy levels than normal.

Prerequisites: Concentration 20 ranks, Endurance, Spellfire Wielder.

Benefit: For the purpose of determining your limit of stored spellfire energy levels, treat your Constitution score as if it were 4 points higher than it is.

Normal: Without this feat, a spellfire wielder's limit of stored spellfire energy levels is equal to her Constitution score.

Special: You can select Epic Spellfire Wielder multiple times.

Each time you take this feat, your limit of stored spellfire energy levels increases by 4.

IMPROVED COOPERATIVE METAMAGIC [EPIC]

Your ability to enhance an ally's spell during casting is expanded.

Prerequisites: Spellcraft 30 ranks, Silent Spell, Still Spell, Quicken Spell, cooperative metamagic class feature.

Benefit: You can use your cooperative metamagic ability to apply the Silent Spell, Still Spell, or Quicken Spell feats to your ally's spell.

If you apply the Quicken Spell feat to the spell, both your action and the caster's are free actions.

You must still ready an action to use this ability when your ally begins casting, but you can ready a different standard action as well.

In addition, you can use your cooperative metamagic ability an extra two times per day.

Normal: Without this feat, a character cannot use cooperative metamagic to apply the Silent Spell, Still Spell, or Quicken Spell feats to an ally's spell.

IMPROVED SNATCH SPELL [EPIC]

When you take over a spell from another spellcaster, you gain more control over its effect.

Prerequisites: Knowledge (arcana) 40 ranks, Spellcraft 40 ranks, Epic Skill Focus (Spellcraft), snatch spell class ability.

Benefit: When you use your seize concentration or snatch spell ability, you can enhance and control the spell's effect as though you had cast it yourself.

You can substitute your own caster level for the original caster level if you wish, and you can change any other variables determined by the original caster.

IMPROVED SPELLPOOL ACCESS [EPIC]

You can use your spellpool access to call spells of greater than normal power.

Prerequisites: Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, ability to call spells from a spellpool.

Benefit: The chance of a desired spell being available in the spellpool in any given 24-hour period is equal to 90%

minus 5% per spell level (minimum 5% for spells of 17th level or higher).

Normal: The chance of a spell being available is equal to 65% minus 5% per spell level (minimum 5% for spells of 12th level or higher).

Special: This feat should be considered part of the epic bonus feat list for any class that grants its members spellpool access.

INSCRIBE EPIC RUNE [EPIC]

You can inscribe runes of epic power.

Prerequisites: Int 19, Craft (any appropriate for runecasting) 24 ranks, Inscribe Rune.

Benefit: You can inscribe runes that exceed the normal limits (see Runcaster prestige class).

For instance, you could inscribe a rune with a spell greater than 9th level, or a rune with a caster level greater than 20th.

Even this feat does not allow you to inscribe a rune with an epic spell (see Chapter 2: Epic Spells in the *Epic Level Handbook*).

Such magic defies the power of the written word and thus cannot be scribed into runic form.

EXALTED AND VILE FEATS

BLESSED OF THE SEVEN SISTERS [EXALTED]

As a result of a personal connection to one of the Seven Sisters, you have a taste of Mystra's special favor.

Prerequisite: Able to cast 6th-level arcane spells.

Benefit: You may add the following spells to the spell list of one arcane spellcasting class that grants you access to 6th-level spells.

1st Level: *Ray of hope, vision of heaven.*

2nd Level: *Ease pain.*

3rd Level: *Blessed sight.*

4th Level: *Sword of conscience.*

5th Level: *Crown of flame, sacred guardian.*

6th Level: *Crown of brilliance.*

7th Level: *Righteous smite.*

If you have a spellbook, you may add these spells to your spellbook as normal.

If you cast spells spontaneously in the manner of a sorcerer or bard, you may immediately, as an additional benefit of this feat, swap any one spell that you know for a spell of the same level from the above list.

After you take this feat, you may swap spells known according to the usual rules for your class.

FAVORED OF THE ZULKIRS [VILE]

Through your position of prestige among the Red Wizards, you have gained access to secrets of evil magic known to few outside the zulkirs themselves.

Prerequisite: Red Wizard level 5th, Corrupt Spell (*Book of Vile Darkness*).

Benefit: When you cast a corrupted spell, the ability damage you take is reduced by 1 point.

GIFT OF DISCERNMENT [EXALTED]

You can rely on your conscience to steer you away from evil deeds.

Benefit: If you take a moment (a free action) to contemplate an action you are about to perform, you know with certainty whether that action will adversely affect your alignment and standing with your deity (if any). This knowledge is identical with that provided by a *phylactery of faithfulness*.

LLIIRA'S BLESSING [EXALTED]

Thanks to the favor of the goddess of freedom, you are difficult to restrain.

Prerequisite: Escape Artist 1 rank, Nimbus of Light (*Book of Exalted Deeds*).

Benefit: You gain a +2 sacred bonus on Escape Artist checks and a +2 sacred bonus on saving throws against any effect that would cause you to become paralyzed, held, or entangled.

If you fail a saving throw against such an effect, you can attempt a second saving throw 1 round later.

If you succeed on the second saving throw, you are affected as though you had succeeded on the first.

SPIDER BITE [VILE]

You gain a poisonous bite like that of a spider.

Prerequisite: Verminfriend (*Book of Vile Darkness*), patron deity Lolth.

Benefit: Your saliva is poisonous when ingested by or introduced into the bloodstream of another creature.

You can inject this venom while grappling a foe that has exposed skin by making a successful grapple check.

The Fortitude DC to resist this poison is 10 + 1/2 your character level + your Con modifier.

The initial and secondary damage ratings are the same (1d4 points of Strength damage).

Your kiss is also poisonous, and you can use your saliva to poison food or drink, though when the poison is ingested, the save DC is reduced by 2.

TOUCH OF HATE [VILE]

Because you are favored by Bane, you can transform animals into evil minions.

Prerequisite: Vile Spell (*Book of Vile Darkness*), able to cast 5th-level divine spells, patron deity Bane.

Benefit: Once per tenday, you can touch an animal and transform it into a beast of Bane (same as the Beast of Xvim entry in *Monster Compendium: Monsters of Faerûn*).

The animal can have no more Hit Dice prior to transformation than you have cleric levels.

The target creature can resist the transformation by making a successful Will save (DC 10 + 1/2 your cleric level + your Wis modifier).

If the animal is the bonded companion of another character, it can use that character's base Will save bonus instead of its own, applying its own ability modifiers.

If it fails the save, it instantaneously transforms into a beast of Bane and follows your commands.

The beast of Bane that you create deals vile damage with its smite good ability.

Vile damage can be healed only by magic cast within the area of a *consecrate* or *hallow* spell.

INITIATE FEATS

INITIATE OF BANE [INITIATE]

You have been initiated into the greatest secrets of Bane's church.

Prerequisites: Cleric level 5th, patron deity Bane.

Benefit: You gain frightful presence—the ability to strike fear into your opponents with your hostile actions.

When you attack or charge, each enemy within 30 feet of you must make a successful Will save (DC 10 + 1/2 your cleric level + your Charisma modifier) or become shaken for 1d4 rounds.

In addition, you may add the following spells to your cleric spell list.

Level

3rd Mystic Lash: Creates energy whip that deals 1d6 electricity damage/three levels (max 4d6) and stuns for 1 round.

5th Battletide: Targets take –2 penalty on saving throws, attack rolls, and weapon damage rolls to grant you benefits.

6th Stone Walk: Links two stones for teleportation.

7th Undeath after Death: Deals 2 Con damage and causes subject to rise as a crypt spawn after death.

INITIATE OF CYRIC [INITIATE]

You have been initiated into the greatest secrets of Cyric's church.

Prerequisites: Cleric level 3rd, patron deity Cyric.

Benefit: You gain complete immunity to normal and magical fear.

In addition, you may add the following spells to your cleric spell list.

Level

2nd Black Talon: Your arm becomes a claw that gives +5 ft. reach and +1/four levels profane bonus on attack rolls, deals 1d6 damage +1/level negative energy damage (max +10).

4th Dread Blast: Fires a ray of negative energy that deals 4d8 damage +1/level (max +20) and dazes target for 1 round.

4th Skull of Secrets: Creates an illusionary flaming skull that speaks a message and spits a tongue of flame that deals 1d8 fire damage/two caster levels (max 5d8).

5th Skull Eyes: Grants you a gaze attack that acts as either *charm monster* or *confusion*.

7th Triple Mask: Creates three shadow duplicates of you.

INITIATE OF GOND [INITIATE]

You have been initiated into the greatest secrets of Gond's church.

Prerequisites: Cleric level 1st, patron deity Gond.

Benefit: You may add Disable Device and Open Lock to your list of cleric class skills.

In addition, you may add the following spells to your cleric spell list.

Level	
1st	Wieldskill: Grants +5 competence bonus on a skill check, or proficiency with a weapon, armor, or shield.
3rd	Understand Device: Grants an insight bonus equal to caster level on Disable Device and Open Lock checks.
6th	Fantastic Machine: Creates illusory many-armed machine that functions as Large animated object.

Special: The *fantastic machine* spell also appears on the Craft domain list.

With this feat, you can cast it as a regular cleric spell, not just a domain spell.

INITIATE OF HELM [INITIATE]

You have been initiated into the greatest secrets of Helm's church.

Prerequisites: Cleric or paladin level 5th, patron deity Helm.

Benefit: You can make attacks of opportunity when you are flat-footed, as though you had the Combat Reflexes feat. You do not gain additional attacks of opportunity in a round.

In addition, you may add the following spells to your cleric or paladin spell list.

Level	
2nd	Warning: Grants uncanny dodge and +4 insight bonus on Listen and Spot checks.
3rd	Forceward: Creates a sphere of force that prevents entry by enemies, grants +2 sacred bonus on saves against attacks by evil creatures.
3rd	Mace of Odo: Creates a glowing mace that deals 1d6 force damage/level (max 10d6) and paralysis, more against undead.

INITIATE OF ILMATER [INITIATE]

You have been initiated into the greatest secrets of Ilmater's church.

Prerequisites: Cleric or paladin level 7th, patron deity Ilmater.

Benefit: When you cast any *cure* spell that would cure more damage than the target has taken, the target gains the excess as temporary hit points.

You can bestow a maximum number of temporary hit points equal to the target's Hit Dice &3 in this manner. These temporary hit points last up to 1 hour per caster level you possess.

A creature that currently has any of these temporary hit points also gains a +2 sacred bonus on Fortitude saves and a +2 sacred bonus on checks made to resist being bull rushed or tripped.

These bonuses end when the last temporary hit point is lost or expires.

In addition, you may add the following spells to your cleric or paladin spell list.

Level	
4th	Favor of Ilmater: Subject gains Endurance plus immunity to nonlethal damage, charm and compulsion effects, pain attacks, and other adverse conditions, subject can function at -1 to -9 hp.

4th	Glory of the Martyr: Grants each subject +1 deflection bonus to AC and +1 resistance bonus on saves, splits their damage with you.
4th	Pact of Martyrdom: You exchange hit point totals with the target.

INITIATE OF LATHANDER [INITIATE]

You have been initiated into the greatest secrets of Lathander's church.

Prerequisites: Cleric level 1st, patron deity Lathander.

Benefit: You can spontaneously cast any spell on your spell list that has the light descriptor or the word light in its name, including *light*, *daylight*, and *searing light*.

This ability works like spontaneously casting *cure* spells does.

In addition, you may add the following spells to your cleric spell list.

Level	
1st	Rosemantle: Target gains a +1/level sacred bonus (max +10) on saves against effects that cause pain, sickness, nausea, or fear.
3rd	Sunrise: Burst of light blinds and damages creatures.
5th	Shield of Lathander: Touched creature gains damage reduction 15/- for 1 round.
7th	Shield of Lathander, Greater: As <i>shield of Lathander</i> , except grants damage reduction 20/-, immunity to negative energy and energy drain, and resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10.
9th	Undeath's Eternal Foe: Grants subjects numerous combat advantages against undead opponents.

INITIATE OF MALAR [INITIATE]

You have been initiated into the greatest secrets of Malar's church.

Prerequisites: Cleric or druid level 3rd, patron deity Malar.

Benefit: When you use a *summon monster* or *summon nature's ally* spell to summon a natural or fiendish animal, the animal gains a +4 enhancement bonus to its Strength and Constitution scores, as though you possessed the Augment Summoning feat.

In addition, you may add the following spells to your cleric or druid spell list.

Level	
2nd	Spectral Stag: Conjures a phantom stag that you can ride or direct to attack a target.
3rd	Possess Animal: You possess a normal animal.
4th	Strength of the Beast: You gain benefits of your lycanthropic animal form while in human form.

INITIATE OF MYSTRA [INITIATE]

You have been initiated into the greatest secrets of Mystra's church.

Prerequisites: Cleric level 3rd, patron deity Mystra.

Benefit: You can attempt to cast spells even within a dead magic zone or an *antimagic field*.

In a dead magic zone, you must make a successful caster level check against a DC equal to 20 + the level of the spell you are trying to cast.

In an *antimagic field*, you must make a successful caster level check against a DC equal to 11 + the caster level of the *antimagic field*.

If this check is successful, your spell functions normally. In addition, you may add the following spells to your cleric spell list.

- Level
- 2nd Spell Shield: Grants +3 resistance bonus on saving throws against spells and spell-like abilities.
- 3rd Anyspell: You can read and prepare up to a 2nd-level arcane spell from a scroll or spellbook in a 3rd-level domain spell slot.
- 5th Spell Phylactery: Activates a spell on a scroll when a triggering condition is met.
- 6th Anyspell, Greater: As *anyspell*, but you can read and prepare any arcane spell up to 5th level in a 6th-level domain spell slot.
- 6th Spellmantle: Absorbs designated incoming spells and redirects their energy to healing or a previously chosen spell.
- 7th Holy Star: Creates a glowing star that turns 1d6+3 spell levels as *spell turning*, grants +10 circumstance bonus to AC, or fires an energy bolt that deals 1d6 damage/two levels.

Special: The *anyspell* and *greater anyspell* spells also appear on the Spell domain list.

With this feat, you can cast them as regular cleric spells, not just domain spells.

INITIATE OF NATURE [INITIATE]

You have been initiated into the greatest secrets of Eldath's, Mielikki's, or Silvanus's church.

Prerequisites: Cleric or druid level 5th, patron deity Eldath, Mielikki, or Silvanus.

Benefit: You can rebuke or command animals or plant creatures as an evil cleric rebukes or commands undead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

In addition, you may add the following spells to your cleric or druid spell list.

- Level
- 3rd Mold Touch: Creates 5-ft. patch of brown mold.
- 4th Briartangle: As *entangle*, except that targets take 1d8 damage +1/two levels each round.
- 4th Thorn Spray: Your ranged attack deals 1d6 damage/level (max 20d6), divided among multiple targets, sickens on a successful hit.
- 5th Fireward: As *quench*, but also suppresses magical fire effects in affected area.
- 5th Tree Healing: You enter a tree that nourishes and heals you.

INITIATE OF SELÛNE [INITIATE]

You have been initiated into the greatest secrets of Selûne's church.

Prerequisites: Cleric, druid, hathran, or ranger level 3rd, patron deity Selûne.

Benefit: You cast *augury* and *divination* spells at +5 caster level.

In addition, you may add the following spells to your cleric, druid, Harper agent, hathran, or ranger spell list.

Level

- 1st Handfire: Your melee touch attack deals 1d8 damage +1/level (max +5) against a living creature or 2d6 damage +1/level (max +5) against an undead.
- 3rd Moon Blade: Touch attack deals 1d8 damage +1/two levels, more to undead, plus scrambles spellcasting.
- 4th Strength of the Beast: You gain benefits of your lycanthropic animal form while in human form.
- 4th Wall of Moonlight: Creates a luminous wall that deals 4d12 damage to undead and 2d10 damage to evil creatures and clergy of Shar or Umberlee, illuminates area and counters/disperses darkness.
- 5th Moon Path: Grants sanctuary to 1 creature/level.
- 5th Moonweb: Creates a glowing shield that gives +8 bonus to AC and +4 bonus on Reflex saves, plus improved evasion.

Special: The *moon blade* and *moon path* spells also appear on the Moon domain list.

With this feat, you can cast them as regular cleric spells, not just domain spells.

INITIATE OF TYR [INITIATE]

You have been initiated into the greatest secrets of Tyr's church.

Prerequisites: Cleric level 7th, patron deity Tyr, War domain.

Benefit: You gain a +1 bonus on all damage rolls when attacking with a longsword.

In addition, you may add the following spells to your cleric spell list.

- Level
- 4th Sword and Hammer: As *spiritual weapon*, but creates a longsword and warhammer of force, +1 on attack rolls, automatically flank opponents.
- 6th Sword and Hammer, Greater: As *sword and hammer*, but each weapon has +2 on attack rolls and benefit of Improved Critical feat.

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MAIN SECTION FEATS

ALERTNESS [GENERAL]

You have finely tuned senses.

Benefit: You get a +2 bonus on all Listen and Spot checks.

Special: The master of a familiar (see page 51) gains the Alertness feat whenever the familiar is within arm's reach.

AMBIDEXTERITY [GENERAL]

You are equally adept at using either hand.

Prerequisite: Dex 15+.

Benefit: You ignore all penalties for using an off hand.

You are neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks.

For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

See the Two-Weapon Fighting feat, page 86, and Table 8-2: Two-Weapon Fighting Penalties, page 125.

A ranger wearing light armor or no armor can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting.

ARMOR PROFICIENCY (HEAVY) [GENERAL]

You are proficient with heavy armor (see Table 7-5: Armor, page 104).

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, paladins, and clerics have this feat for free.

ARMOR PROFICIENCY (LIGHT) [GENERAL]

You are proficient with light armor (see Table 7-5: Armor, page 104).

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: All classes except wizards, sorcerers, and monks have this feat for free.

ARMOR PROFICIENCY (MEDIUM) [GENERAL]

You are proficient with medium armor (see Table 7-5: Armor, page 104).

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, barbarians, paladins, rangers, clerics, druids, and bards have this feat for free.

Wizards, sorcerers, rogues, and monks do not.

BLIND-FIGHT [GENERAL]

You know how to fight in melee without being able to see your foes.

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit (see Table 8-10: Concealment, page 133).

An invisible attacker gets no bonus to hit you in melee. That is, you don't lose your positive Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus (see Table 8-8: Attack Roll Modifiers, page 132). The invisible attacker's bonuses do still apply for ranged attacks, however.

You suffer only half the usual penalty to speed for being unable to see.

Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half (see Table 9-4: Hampered Movement, page 143).

Normal: Regular attack roll modifiers for invisible attackers trying to hit you (see Table 8-8: Attack Roll Modifiers, page 132) apply, as does the speed reduction for darkness and poor visibility (see Table 9-4: Hampered Movement, page 143).

Special: The Blind-Fight feat is of no use against a character who is the subject of a blink spell (see the spell description, page 180, for details).

BREW POTION [ITEM CREATION]

You can create potions, which carry spells within themselves.

See the DUNGEON MASTER's Guide for rules on potions.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create a potion of any spell of 3rd level or lower that you know and that targets a creature or creatures.

Brewing a potion takes one day.

When you create a potion, you set the caster level.

The caster level must be sufficient to cast the spell in question and no higher than your own level.

The base price of a potion is its spell level multiplied by its caster level multiplied by 50 gp.

To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell.

Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost.

In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

CLEAVE [GENERAL]

You can follow through with powerful blows.

Prerequisites: Str 13+, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), you get an immediate, extra melee attack against another creature in the immediate vicinity.

You cannot take a 5-foot step before making this extra attack.

The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature.

You can use this ability once per round.

COMBAT CASTING [GENERAL]

You are adept at casting spells in combat.

Benefit: You get a +4 bonus to Concentration checks made to cast a spell while on the defensive (see Casting on the Defensive, page 125).

COMBAT REFLEXES [GENERAL]

You can respond quickly and repeatedly to opponents who let their defenses down.

Benefit: When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier.

For example, a character with a Dexterity of 15 can make a total of three attacks of opportunity in a round—the one attack of opportunity any character is entitled to, plus two more attacks because of his +2 Dexterity bonus.

If four goblins move through the character's threatened area, he can make attacks of opportunity against three of the four.

You still only make one attack of opportunity per enemy. You may also make attacks of opportunity while flat-footed.

Normal: A character not capable of this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use his opportunist ability (page 48) more than once per round.

CRAFT MAGIC ARMS AND ARMOR [ITEM CREATION]

You can create magic weapons, armor, and shields.

Prerequisite: Spellcaster level 5th+.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet.

Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features.

To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price.

See the DUNGEON MASTER's *Guide* for descriptions of magic weapons, armor, and shields, the prerequisites associated with each one, and prices of their features.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that you must provide.

(Its cost is not included in the above cost).

CRAFT ROD [ITEM CREATION]

You can create magic rods, which have varied magical effects.

Prerequisite: Spellcaster level 9th+.

Benefit: You can create any rod whose prerequisites you meet.

Crafting a rod takes one day for each 1,000 gp in its base price.

To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

See the DUNGEON MASTER's *Guide* for descriptions of rods, the prerequisites associated with each one, and their prices.

Some rods incur extra costs in material components or XP as noted in their descriptions.

These costs are in addition to those derived from the rod's base price.

CRAFT STAFF [ITEM CREATION]

You can create magic staves, which have multiple magical effects.

Prerequisite: Spellcaster level 12th+.

Benefit: You can create any staff whose prerequisites you meet.

Crafting a staff takes one day for each 1,000 gp in its base price.

To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

See the DUNGEON MASTER's *Guide* for descriptions of staves, the prerequisites associated with each one, and their prices.

A newly created staff has 50 charges.

Some staves incur extra costs in material components or XP as noted in their descriptions.

These costs are in addition to those derived from the staff's base price.

CRAFT WAND [ITEM CREATION]

You can create wands, which cast spells (see the DUNGEON MASTER's *Guide* for rules on wands).

Prerequisite: Spellcaster level 5th+.

Benefit: You can create a wand of any spell of 4th level or lower that you know.

Crafting a wand takes one day for each 1,000 gp in its base price.

The base price of a wand is its caster level multiplied by the spell level multiplied by 750 gp.

To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, you must expend fifty copies of the material component or pay fifty times the XP cost.

CRAFT WONDROUS ITEM [ITEM CREATION]

You can create miscellaneous magic items, such as *crystal balls* and *flying carpets*.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create any miscellaneous magic item whose prerequisites you meet.

Enchanting a miscellaneous magic item takes one day for each 1,000 gp in its price.

To enchant a miscellaneous magic item, the spellcaster must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

See the DUNGEON MASTER's *Guide* for information on miscellaneous magic items.

You can also mend a broken miscellaneous magic item if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

Some wondrous items incur extra costs in material components or XP as noted in their descriptions.

These costs are in addition to those derived from the item's base price.

You must pay such a cost to create an item or to mend a broken one.

DEFLECT ARROWS [GENERAL]

You can deflect incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.

Prerequisites: Dex 13+, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat.

Once per round when you would normally be hit with a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount).

If you succeed, you deflect the weapon.

You must be aware of the attack and not flat-footed.

Attempting to deflect a ranged weapon doesn't count as an action.

Exceptional ranged weapons, such as boulders hurled by giants or *Melf's acid arrows*, can't be deflected.

Special: A monk receives this feat for free at 2nd level, even if she does not have the prerequisite Dexterity score.

DODGE [GENERAL]

You are adept at dodging blows.

Prerequisite: Dex 13+.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

You can select a new opponent on any action.

Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Also, dodge bonuses (such as this one and a dwarf's racial bonus to dodge giants) stack with each other, unlike most other types of bonuses.

EMPOWER SPELL [METAMAGIC]

You can cast spells to greater effect.

Benefit: All variable, numeric effects of an empowered spell are increased by one-half.

An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate.

For example, an empowered *magic missile* deals one and one-half times normal damage (roll 1d4+1 and multiply the result by 1.5 for each missile).

Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected.

Spells without random variables are not affected.

An empowered spell uses up a spell slot two levels higher than the spell's actual level.

ENDURANCE [GENERAL]

You are capable of amazing feats of stamina.

Benefit: Whenever you make a check for performing a physical action that extends over a period of time (running, swimming, holding your breath, and so on), you get a +4 bonus to the check.

ENLARGE SPELL [METAMAGIC]

You can cast spells farther than normal.

Benefit: An enlarged spell has its range doubled.

Spells whose ranges are not defined by distance do not have their ranges increased.

A spell whose area or effect is determined by its range (such as *bleed* or a cone spell) has the dimensions of its area or effect increased proportionally.

An enlarged spell uses up a spell slot one level higher than the spell's actual level.

EXOTIC WEAPON PROFICIENCY [GENERAL]

Choose a type of exotic weapon, such as dire flail or shuriken (see Table 7-4: Weapons, page 99, for a list of exotic weapons).

You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1 or higher.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: You can gain this feat multiple times.

Each time you take the feat, it applies to a new weapon.

Proficiency with the bastard sword or the dwarven waraxe has a prerequisite of Str 13+.

EXPERTISE [GENERAL]

You are trained at using your combat skill for defense as well as offense.

Prerequisite: Int 13+.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as -5 on your attack and add the same number (up to +5) to your Armor Class.

This number may not exceed your base attack bonus.

The changes to attack rolls and Armor Class last until your next action.

The bonus to your Armor Class is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Armor Class.

EXTEND SPELL [METAMAGIC]

You can cast spells that last longer than normal.

Benefit: An extended spell lasts twice as long as normal.

Spells with a concentration, instantaneous, or permanent duration are not affected by this feat.

An extended spell uses up a spell slot one level higher than the spell's actual level.

EXTRA TURNING [SPECIAL]

Extra Turning is available only to clerics and paladins.

It is described in the Cleric section, on page 32, and the Paladin section, on page 42, in Chapter 3: Classes.

Extra Turning: As a feat, a cleric may take Extra Turning.

This feat allows the cleric to turn undead four more times per day than normal.

A cleric can take this feat multiple times, gaining four extra daily turning attempts each time.

Extra Turning: As a feat, a paladin may take Extra Turning.

This feat allows the paladin to turn undead four more times per day than normal.

A paladin can take this feat multiple times, gaining four extra daily turning attempts each time.

FAR SHOT [GENERAL]

You can get greater distance out of a ranged weapon.

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5).

When you use a thrown weapon, its range increment is doubled.

FORGE RING [ITEM CREATION]

You can create magic rings, which have varied magical effects.

Prerequisite: Spellcaster level 12th+.

Benefit: You can create any ring whose prerequisites you meet.

Crafting a ring takes one day for each 1,000 gp in its base price.

To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

See the DUNGEON MASTER's *Guide* for descriptions of rings, the prerequisites associated with each one, and their prices.

You can also mend a broken ring if it is a ring that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to craft that ring in the first place.

Some magic rings incur extra costs in material components or XP as noted in their descriptions.

For example, a *ring of three wishes* costs 15,000 XP in addition to costs derived from its base price (as much XP as it costs to cast wish three times).

You must pay such a cost to create a ring or to mend a broken one.

GREAT CLEAVE [GENERAL]

You can wield a melee weapon with such power that you can strike multiple times when you fell your foes.

Prerequisites: Str 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.

GREAT FORTITUDE [GENERAL]

You are tougher than normal.

Benefit: You get a +2 bonus to all Fortitude saving throws.

HEIGHTEN SPELL [METAMAGIC]

You can cast a spell as if it were higher level than it actually is.

Benefit: A heightened spell has a higher spell level than normal (up to 9th level).

Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies.

All effects dependent on spell level (such as saving throw DCs and ability to penetrate a *minor globe of invulnerability*) are calculated according to the heightened level.

The heightened spell is as difficult to prepare and cast as a spell of its effective level.

For example, a cleric could prepare hold person as a 4th-level spell (instead of a 2nd-level spell), and it would in all ways be treated as a 4th-level spell.

IMPROVED BULL RUSH [GENERAL]

You know how to push opponents back.

Prerequisites: Str 13+, Power Attack.

Benefit: When you perform a bull rush (see page 136), you do not draw an attack of opportunity from the defender.

IMPROVED CRITICAL [GENERAL]

Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Proficient with weapon, base attack bonus +8 or higher.

Benefit: When using the weapon you selected, your threat range is doubled.

For example, a longsword usually threatens a critical on a 19 or 20 (two numbers).

If a character using a longsword has Improved Critical (longsword), the threat range becomes 17 through 20 (four numbers).

Note: "Keen" magic weapons also double their normal, nonmagical threat range.

As with all doubled doublings, the result is triple.

A magic longsword with a doubled threat range in the hands of a character with Improved Critical (longsword) would have a threat range of 15 through 20 (six numbers: 2 for being a longsword, +2 for being doubled once and +2 for being doubled a second time).

Special: You can gain this feat multiple times.

The effects do not stack.

Each time you take the feat, it applies to a new weapon.

IMPROVED DISARM [GENERAL]

You know how to disarm opponents in melee combat.

Prerequisites: Int 13+, Expertise.

Benefit: You do not suffer an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you.

Normal: See the normal disarm rules, page 137.

IMPROVED INITIATIVE [GENERAL]

You can react more quickly than normal in a fight.

Benefit: You get a +4 bonus on initiative checks.

IMPROVED TRIP [GENERAL]

You are trained not only in tripping opponents but in following through with an attack.

Prerequisites: Int 13+, Expertise.

Benefit: If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

For example, at 11th level, Tordek gets three attacks at base attack bonuses of +11, +6, and +1.

In the current round, he attempts to trip his opponent.

His first attempt fails (using up his first attack).

His second attempt succeeds, and he immediately makes a melee attack against his opponent with a base attack of +6.

Finally, he takes his last attack at +1.

Normal: See Trip, page 139.

Special: At 6th level, a monk gains the Improved Trip feat even if she does not have the Expertise feat.

IMPROVED TWO-WEAPON FIGHTING

[GENERAL]

You are an expert in fighting two-handed.

Prerequisites: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with the off-hand weapon, albeit at a -5 penalty (see Table 8-2: Two-Weapon Fighting Penalties, page 125).

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Special: A ranger who meets only the base attack bonus prerequisite can gain this feat, but can only use it when wearing light armor or no armor.

IMPROVED UNARMED STRIKE [GENERAL]

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed—that is, armed opponents do not get attacks of opportunity when you attack them while unarmed.

However, you still get an opportunity attack against any opponent who makes an unarmed attack on you.

Special: A monk fighting unarmed automatically gains the benefit of this feat (see page 39).

IRON WILL [GENERAL]

You have a stronger will than normal.

Benefit: You get a +2 bonus to all Will saving throws.

LEADERSHIP [GENERAL]

Leadership is described in the DUNGEON MASTER's Guide.

LIGHTNING REFLEXES [GENERAL]

You have faster than normal reflexes.

Benefit: You get a +2 bonus to all Reflex saving throws.

MARTIAL WEAPON PROFICIENCY [GENERAL]

Choose a type of martial weapon, such as longbow (see Table 7-4: Weapons, pages 98-99, for a list of martial weapons).

You understand how to use that type of martial weapon in combat.

Use this feat to expand the list of weapons you are proficient with beyond the basic list in the class description.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons.

You can gain this feat multiple times.

Each time you take the feat, it applies to a new weapon.

A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

A sorcerer or wizard who casts the spell *Tenser's transformation* on herself gains proficiency with all martial weapons for the duration of the spell.

MAXIMIZE SPELL [METAMAGIC]

You can cast spells to maximum effect.

Benefit: All variable, numeric effects of a maximized spell are maximized.

A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate.

For example, a maximized *fireball* deals 6 points of damage per caster level (up to 60 points of damage).

Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected.

Spells without random variables are not affected.

A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

MOBILITY [GENERAL]

You are skilled at dodging past opponents and avoiding blows.

Prerequisites: Dex 13+, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Also, dodge bonuses (such as this one and a dwarf's racial bonus to dodge giants) stack with each other, unlike most types of bonuses.

MOUNTED ARCHERY [GENERAL]

You are skilled at using ranged weapons from horseback.

Prerequisite: Ride skill, Mounted Combat.

Benefit: The penalty you suffer when using a ranged weapon from horseback is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

(See Mounted Combat, page 138).

MOUNTED COMBAT [GENERAL]

You are skilled in mounted combat.

Prerequisite: Ride skill.

Benefit: Once per round when your mount is hit in combat, you may make a Ride check to negate the hit.

The hit is negated if your Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

POINT BLANK SHOT [GENERAL]

You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You get a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POWER ATTACK [GENERAL]

You can make exceptionally powerful melee attacks.

Prerequisite: Str 13+.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls.

This number may not exceed your base attack bonus.

The penalty on attacks and bonus on damage apply until your next action.

PRECISE SHOT [GENERAL]

You are skilled at timing and aiming ranged attacks.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty (see Shooting or Throwing into a Melee, page 124).

QUICK DRAW [GENERAL]

You can draw weapons with startling speed.

Prerequisite: Base attack bonus +1 or higher.

Benefit: You can draw a weapon as a free action instead of as a move-equivalent action.

QUICKEN SPELL [METAMAGIC]

You can cast a spell with a moment's thought.

Benefit: Casting a quickened spell is a free action.

You can perform another action, even casting another spell, in the same round as you cast a quickened spell.

You may only cast one quickened spell per round.

A spell whose casting time is more than 1 full round cannot be quickened.

A quickened spell uses up a spell slot four levels higher than the spell's actual level.

RAPID SHOT [GENERAL]

You can use ranged weapons with exceptional speed.

Prerequisites: Point Blank Shot, Dex 13+.

Benefit: You can get one extra attack per round with a ranged weapon.

The attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty.

You must use the full attack action (see page 124) to use this feat.

RIDE-BY ATTACK [GENERAL]

You are skilled at fast attack from horseback.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge).

Your total movement for the round can't exceed double your mounted speed.

You do not provoke an attack of opportunity from the opponent that you attack.

RUN [GENERAL]

You are fleet of foot.

Benefit: When running, you move five times your normal speed instead of four times the speed (see Run, page 127).

If you make a running jump (see the Jump skill description, page 70), increase the distance or height you clear by one-fourth, but not past the maximum.

SCRIBE SCROLL [ITEM CREATION]

You can create scrolls, from which you or another a spellcaster can cast the scribed spells.

See the DUNGEON MASTER's Guide for rules on scrolls.

Prerequisite: Spellcaster level 1st+.

Benefit: You can create a scroll of any spell that you know.

Scribing a scroll takes one day for each 1,000 gp in its base price.

The base price of a scroll is its spell level multiplied by its caster level multiplied by 25 gp.

To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost.

In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

SHIELD PROFICIENCY [GENERAL]

You are proficient with shields.

Benefit: You can use a shield and suffer only the standard penalties (see Table 7-5: Armor, page 104).

Normal: A character who is using a shield with which he or she is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers have this feat for free.

Monks, rogues, sorcerers, and wizards do not.

SHOT ON THE RUN [GENERAL]

You are highly trained in skirmish ranged weapon tactics.

Prerequisites: Point Blank Shot, Dex 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

SILENT SPELL [METAMAGIC]

You can cast spells silently.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

SIMPLE WEAPON PROFICIENCY [GENERAL]

You understand how to use all types of simple weapons in combat (see Table 7-4: Weapons, page 98, for a list of simple weapons).

Benefit: You make attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons.

A wizard who casts the spell *Tenser's transformation* on herself gains proficiency with all simple weapons for the duration of the spell.

SKILL FOCUS [GENERAL]

Choose a skill, such as Move Silently. You have a special knack with that skill.

Benefit: You get a +2 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new skill.

SPELL FOCUS [GENERAL]

Choose a school of magic, such as Illusion. Your spells of that school are more potent than normal.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on.

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new school of magic.

SPELL MASTERY [SPECIAL]

Spell Mastery is available only to wizards. It is described on page 54 in Chapter 3: Classes.

Spell Mastery: A wizard (and only a wizard) can take the special feat Spell Mastery.

Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows).

From that point on, the wizard can prepare these spells without referring to a spellbook.

The wizard is so intimately familiar with these spells that she doesn't need a spellbook to prepare them anymore.

SPELL PENETRATION [GENERAL]

Your spells are especially potent, breaking through spell resistance more readily than normal.

Benefit: You get a +2 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance.

SPIRITED CHARGE [GENERAL]

You are trained at making a devastating mounted charge.

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

SPRING ATTACK [GENERAL]

You are trained in fast melee attacks and fancy footwork.

Prerequisites: Dex 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Moving in this way does not provoke an attack of opportunity from the defender you attack.

You can't use this feat if you are in heavy armor.

STILL SPELL [METAMAGIC]

You can cast spells without gestures.

Benefit: A still spell can be cast with no somatic components.

Spells without somatic components are not affected.

A still spell uses up a spell slot one level higher than the spell's actual level.

STUNNING FIST [GENERAL]

You know how to strike opponents in vulnerable areas.

Prerequisites: Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher.

Benefit: Declare that you are using the feat before you make your attack roll (thus, a missed attack roll ruins the attempt).

It forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + one-half your level + your Wis modifier), in addition to dealing damage normally.

If the defender fails his saving throw, he is stunned for 1 round (until just before your next action).

A stunned character can't act and loses any Dexterity bonus to Armor Class.

Attackers get a +2 bonus on attack rolls against a stunned opponent.

You may attempt a stunning attack once per day for every four levels you have attained, and no more than once per round.

Special: Attacks using Stunning Fist are in addition to any stunning attacks already possessed by a character such as a monk.

SUNDER [GENERAL]

You are skilled at attacking others' weapons.

Prerequisites: Str 13+, Power Attack.

Benefit: When you strike at an opponent's weapon, you do not provoke an attack of opportunity (see Strike a Weapon, page 136).

TOUGHNESS [GENERAL]

You are tougher than normal.

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

TRACK [GENERAL]

You can follow the trails of creatures and characters across most types of terrain.

Benefit: To find tracks or to follow them for one mile requires a Wilderness Lore check.

You must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge. You move at half your normal speed (or at your normal speed with a -5 penalty on the check).

The DC depends on the surface and the prevailing conditions:

Surface	DC	Surface	DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors).

The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors.

Most streambeds fall into this category, since any footprints left behind are obscured or washed away.

The creature leaves only traces (scuff marks, displaced pebbles).

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
*For a group of mixed sizes, apply only the modifier for the largest size category.	
**Apply only the largest modifier from this category.	

If you fail a Wilderness Lore check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Special: A ranger receives Track as a bonus feat.

This feat does not allow you to find or follow the tracks of a subject of a *pass without trace* spell.

TRAMPLE [GENERAL]

You are trained in using your mount to knock down opponents.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, the target may not choose to avoid you.

If you knock down the target, your mount may make one hoof attack against him or her, gaining the standard +4 bonus on attack rolls against prone targets.

(See Overrun, page 139).

TWO-WEAPON FIGHTING [GENERAL]

You can fight with a weapon in each hand.

You can make one extra attack each round with the second weapon.

Benefit: Your penalties for fighting with two weapons are reduced by 2.

Normal: See Attacking with Two Weapons, page 124, and Table 8-2: Two-Weapon Fighting Penalties, page 125.

Special: The Ambidexterity feat reduces the attack penalty for the second weapon by 4.

A ranger wearing light armor or no armor can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting.

WEAPON FINESSE [GENERAL]

You are especially skilled at using a certain weapon, one that can benefit as much from Dexterity as from Strength. Choose one light weapon.

Alternatively, you can choose a rapier, provided you can use it in one hand, or a spiked chain, provided you're at least Medium-size.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Benefit: With the selected weapon, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

Since you need your second hand for balance, if you carry a shield, apply the shield's armor check penalty to your attack rolls.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new weapon.

WEAPON FOCUS [GENERAL]

Choose one type of weapon, such as greataxe.

You are especially good at using this weapon.

You can choose "unarmed strike" or "grapple" for your weapon for purposes of this feat.

If you are a spellcaster, you can choose "ray," in which case you are especially good with rays, such as the one produced by the *ray of frost* spell.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new weapon.

A fighter must have Weapon Focus with a weapon to gain the Weapon Specialization feat for that weapon.

WEAPON SPECIALIZATION [SPECIAL]

Weapon Specialization is available only to fighters of 4th or higher level.

See page 37.

Weapon Specialization: On achieving 4th level or higher, as a feat the fighter (and only the fighter) may take Weapon

Specialization.

Weapon Specialization adds a +2 damage bonus with a chosen weapon.

The fighter must have Weapon Focus with that weapon to take Weapon Specialization.

If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the fighter strike precisely enough to hit more effectively.

The fighter may take this feat as a bonus feat or as a regular one.

WHIRLWIND ATTACK [GENERAL]

You can strike nearby opponents in an amazing, spinning attack.

Prerequisites: Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack.

Benefit: When you perform the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within 5 feet.

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MAIN SECTION FEATS

ACROBATIC [GENERAL]

You have excellent body awareness and coordination.

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

AGILE [GENERAL]

You are particularly flexible and poised.

Benefit: You get a +2 bonus on all Balance checks and Escape Artist checks.

ALERTNESS [GENERAL]

You have finely tuned senses.

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

ANIMAL AFFINITY [GENERAL]

You are good with animals.

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

ARMOR PROFICIENCY (HEAVY) [GENERAL]

You are proficient with heavy armor (see Table 7–6: Armor and Shields, page 123).

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat.

They need not select it.

ARMOR PROFICIENCY (LIGHT) [GENERAL]

You are proficient with light armor (see Table 7–6: Armor and Shields, page 123).

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Special: All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat.

They need not select it.

ARMOR PROFICIENCY (MEDIUM) [GENERAL]

You are proficient with medium armor (see Table 7–6: Armor and Shields, page 123).

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat.

They need not select it.

ATHLETIC [GENERAL]

You have a knack for athletic endeavors.

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

AUGMENT SUMMONING [GENERAL]

Your summoned creatures are more powerful than normal.

Prerequisite: Spell Focus (conjunction).

Benefit: Each creature you conjure with any *summon* spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

BLIND–FIGHT [GENERAL]

You know how to fight in melee without being able to see your foes.

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit (see Concealment, page 152).

An invisible attacker gets no advantages related to hitting you in melee.

That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible (see Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151).

The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see.

Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half (see Table 9–4: Hampered Movement, page 163).

Normal: Regular attack roll modifiers for invisible attackers trying to hit you (see Table 8–5: Attack Roll Modifiers, page 151) apply, and you lose your Dexterity bonus to AC.

The speed reduction for darkness and poor visibility (see Table 9–4: Hampered Movement, page 163) also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell (see page 206). A fighter may select Blind-Fight as one of his fighter bonus feats (see page 38).

BREW POTION [ITEM CREATION]

You can create potions, which carry spells within themselves.

See the *Dungeon Master's Guide* for rules on potions.

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day.

When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level.

The base price of a potion is its spell level \times its caster level \times 50 gp.

To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one-half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell.

Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost.

In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

CLEAVE [GENERAL]

You can follow through with powerful blows.

Prerequisites: Str 13, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach.

You cannot take a 5-foot step before making this extra attack.

The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature.

You can use this ability once per round.

Special: A fighter may select Cleave as one of his fighter bonus feats (see page 38).

COMBAT CASTING [GENERAL]

You are adept at casting spells in combat.

Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive (see Casting on the Defensive, page 140) or while you are grappling or pinned.

COMBAT EXPERTISE [GENERAL]

You are trained at using your combat skill for defense as well as offense.

Prerequisite: Int 13.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as –5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class.

This number may not exceed your base attack bonus.

The changes to attack rolls and Armor Class last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

Special: A fighter may select Combat Expertise as one of his fighter bonus feats (see page 38).

COMBAT REFLEXES [GENERAL]

You can respond quickly and repeatedly to opponents who let their defenses down.

Benefit: When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus.

For example, a fighter with a Dexterity of 15 can make a total of three attacks of opportunity in 1 round—the one attack of opportunity any character is entitled to, plus two more because of his +2 Dexterity bonus.

If four goblins move out of the character's threatened squares, he can make one attack of opportunity each against three of the four.

You can still make only one attack of opportunity per opportunity.

With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability (see page 51) more than once per round.

A fighter may select Combat Reflexes as one of his fighter bonus feats (see page 38). A monk may select Combat Reflexes as a bonus feat at 2nd level.

CRAFT MAGIC ARMS AND ARMOR [ITEM CREATION]

You can create magic weapons, armor, and shields.

Prerequisite: Caster level 5th.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet (see the *Dungeon Master's Guide* for prerequisites and other information on these items).

Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features.

To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide.

Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

CRAFT ROD [ITEM CREATION]

You can create magic rods, which have varied magical effects.

Prerequisite: Caster level 9th.

Benefit: You can create any rod whose prerequisites you meet (see the *Dungeon Master's Guide* for prerequisites and other information on rods).

Crafting a rod takes one day for each 1,000 gp in its base price.

To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. Some rods incur extra costs in material components or XP, as noted in their descriptions.

These costs are in addition to those derived from the rod's base price.

CRAFT STAFF [ITEM CREATION]

You can create magic staves, each of which has multiple magical effects.

Prerequisite: Caster level 12th.

Benefit: You can create any staff whose prerequisites you meet (see the *Dungeon Master's Guide* for prerequisites and other information on staves).

Crafting a staff takes one day for each 1,000 gp in its base price.

To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

A newly created staff has 50 charges.

Some staves incur extra costs in material components or XP, as noted in their descriptions.

These costs are in addition to those derived from the staff's base price.

CRAFT WAND [ITEM CREATION]

You can create wands, which hold spells (see the *Dungeon Master's Guide* for rules on wands).

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know.

Crafting a wand takes one day for each 1,000 gp in its base price.

The base price of a wand is its caster level \times the spell level \times 750 gp.

To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

CRAFT WONDROUS ITEM [ITEM CREATION]

You can create a wide variety of magic items, such as a crystal ball or a flying carpet.

Prerequisite: Caster level 3rd.

Benefit: You can create any wondrous item whose prerequisites you meet (see the *Dungeon Master's Guide* for prerequisites and other information on wondrous items). Enchanting a wondrous item takes one day for each 1,000 gp in its price.

To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions.

These costs are in addition to those derived from the item's base price.

You must pay such a cost to create an item or to mend a broken one.

DECEITFUL [GENERAL]

You have a knack for disguising the truth.

Benefit: You get a +2 bonus on all Disguise checks and Forgery checks.

DEFLECT ARROWS [GENERAL]

You can deflect incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat.

Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.

You must be aware of the attack and not flat-footed.

Attempting to deflect a ranged weapon doesn't count as an action.

Unusually massive ranged weapons, such as boulders hurled by giants, and ranged attacks generated by spell effects, such as *Melf's acid arrow*, can't be deflected.

Special: A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

A fighter may select Deflect Arrows as one of his fighter bonus feats (see page 38).

DEFT HANDS [GENERAL]

You have exceptional manual dexterity.

Benefit: You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

DIEHARD [GENERAL]

You can remain conscious after attacks that would fell others.

Prerequisite: Endurance.

Benefit: When reduced to between -1 and -9 hit points, you automatically become stable.

You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying.

You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn).

If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full-round action.

You can take a move action without further injuring yourself, but if you perform any standard action (or any other action the DM deems as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act.

If you reach -10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying, as described in Chapter 8: Combat.

DILIGENT [GENERAL]

Your meticulousness allows you to analyze minute details that others miss.

Benefit: You get a +2 bonus on all Appraise checks and Decipher Script checks.

DODGE [GENERAL]

You are adept at dodging blows.

Prerequisite: Dex 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Also, dodge bonuses (such as this one and a dwarf's racial bonus on dodge attempts against giants) stack with each other, unlike most other types of bonuses.

Special: A fighter may select Dodge as one of his fighter bonus feats (see page 38).

EMPOWER SPELL [METAMAGIC]

You can cast spells to greater effect.

Benefit: All variable, numeric effects of an empowered spell are increased by one-half.

An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate.

For example, an empowered *magic missile* deals 1-1/2 times its normal damage (roll 1d4+1 and multiply the result by 1-1/2 for each missile).

Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected, nor are spells without random variables.

An empowered spell uses up a spell slot two levels higher than the spell's actual level.

ENDURANCE [GENERAL]

You are capable of amazing feats of stamina.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage (see page 84), Constitution checks made to continue running (see page 144), Constitution checks made to avoid nonlethal damage from a forced march (see page 164), Constitution checks made to hold your breath (see page 84), Constitution checks made to avoid nonlethal damage from starvation or thirst (see page 304 of the *Dungeon Master's Guide*), Fortitude saves made to avoid nonlethal damage from hot or cold environments (see pages 302 and 303 of the *Dungeon Master's Guide*), and Fortitude saves made to resist damage from suffocation (see page 304 of the *Dungeon Master's Guide*).

Also, you may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

Special: A ranger automatically gains Endurance as a bonus feat at 3rd level (see page 48).

He need not select it.

ENLARGE SPELL [METAMAGIC]

You can cast spells farther than normal.

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level.

An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

ESCHEW MATERIALS [GENERAL]

You can cast spells without relying on material components.

Benefit: You can cast any spell that has a material component costing 1 gp or less without needing that component.

(The casting of the spell still provokes attacks of opportunity as normal).

If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

EXOTIC WEAPON PROFICIENCY [GENERAL]

Choose a type of exotic weapon, such as dire flail or shuriken (see Table 7–5: Weapons, page 116, for a list of exotic weapons).

You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1 (plus Str 13 for bastard sword or dwarven waraxe).

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times.

Each time you take the feat, it applies to a new type of exotic weapon.

Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats (see page 38).

EXTEND SPELL [METAMAGIC]

You can cast spells that last longer than normal.

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat.

An extended spell uses up a spell slot one level higher than the spell's actual level.

EXTRA TURNING [GENERAL]

You can turn or rebuke creatures more often than normal.

Prerequisite: Ability to turn or rebuke creatures.

Benefit: Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature (such as a good-aligned cleric with access to the Fire domain, who can turn undead and water creatures and can also rebuke fire creatures), each of your turning or rebuking abilities gains four additional uses per day.

Normal: Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

Special: You can gain Extra Turning multiple times. Its effects stack.

Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

FAR SHOT [GENERAL]

You can get greater distance out of a ranged weapon.

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2).

When you use a thrown weapon, its range increment is doubled.

Special: A fighter may select Far Shot as one of his fighter bonus feats (see page 38).

FORGE RING [ITEM CREATION]

You can create magic rings, which have varied magical effects.

Prerequisite: Caster level 12th.

Benefit: You can create any ring whose prerequisites you meet (see the *Dungeon Master's Guide* for prerequisites and other information on rings).

Crafting a ring takes one day for each 1,000 gp in its base price.

To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. You can also mend a broken ring if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place. Some magic rings incur extra costs in material components or XP, as noted in their descriptions.

For example, a ring of three wishes costs 15,000 XP in addition to costs derived from its base price (as many XP as it costs to cast *wish* three times).

You must pay such a cost to forge such a ring or to mend a broken one.

GREAT CLEAVE [GENERAL]

You can wield a melee weapon with such power that you can strike multiple times when you fell your foes.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

Special: A fighter may select Great Cleave as one of his fighter bonus feats (see page 38).

GREAT FORTITUDE [GENERAL]

You are tougher than normal.

Benefit: You get a +2 bonus on all Fortitude saving throws.

GREATER SPELL FOCUS [GENERAL]

Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are now even more potent than before.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

GREATER SPELL PENETRATION [GENERAL]

Your spells are remarkably potent, breaking through spell resistance more readily than normal.

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration (see page 100).

GREATER TWO-WEAPON FIGHTING [GENERAL]

You are a master at fighting two-handed.

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Special: A fighter may select Greater Two-Weapon Fighting as one of his fighter bonus feats (see page 38). An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor (see page 48).

GREATER WEAPON FOCUS [GENERAL]

Choose one type of weapon, such as greataxe, for which you have already selected Weapon Focus.

You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

You are especially good at using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

Special: You can gain Greater Weapon Focus multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new type of weapon.

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

A fighter may select Greater Weapon Focus as one of his fighter bonus feats (see page 38).

GREATER WEAPON SPECIALIZATION [GENERAL]

Choose one type of weapon, such as greataxe, for which you have already selected Weapon Specialization.

You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

Special: You can gain Greater Weapon Specialization multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new type of weapon.

A fighter may select Greater Weapon Specialization as one of his fighter bonus feats (see page 38).

HEIGHTEN SPELL [METAMAGIC]

You can cast a spell as if it were a higher-level spell than it actually is.

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level).

Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies.

All effects dependent on spell level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level.

The heightened spell is as difficult to prepare and cast as a spell of its effective level.

For example, a cleric could prepare *hold person* as a 4th-level spell (instead of a 2nd-level spell), and it would in all ways be treated as a 4th-level spell.

IMPROVED BULL RUSH [GENERAL]

You know how to push opponents back.

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush (page 154), you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Special: A fighter may select Improved Bull Rush as one of his fighter bonus feats (see page 38).

IMPROVED COUNTERSPELL [GENERAL]

You understand the nuances of magic to such an extent that you can counter your opponent's spells with great efficiency.

Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

IMPROVED CRITICAL [GENERAL]

Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

For example, a longsword usually threatens a critical hit on a roll of 19–20 (two numbers).

If a character using a longsword has Improved Critical (longsword), the threat range becomes 17–20 (four numbers).

Special: You can gain Improved Critical multiple times. The effects do not stack.

Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell).

A fighter may select Improved Critical as one of his fighter bonus feats (see page 38).

IMPROVED DISARM [GENERAL]

You know how to disarm opponents in melee combat.

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you.

You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Normal: See the normal disarm rules, page 155.

Special: A fighter may select Improved Disarm as one of his fighter bonus feats (see page 38).

A monk may select Improved Disarm as a bonus feat at 6th level, even if she does not meet the prerequisites.

IMPROVED FEINT [GENERAL]

You are skilled at misdirecting your opponent's attention in combat.

Prerequisites: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

A fighter may select Improved Feint as one of his fighter bonus feats (see page 38).

IMPROVED GRAPPLE [GENERAL]

You are skilled at grappling opponents.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple.

You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Special: A fighter may select Improved Grapple as one of his fighter bonus feats (see page 38).

A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the prerequisites.

IMPROVED INITIATIVE [GENERAL]

You can react more quickly than normal in a fight.

Benefit: You get a +4 bonus on initiative checks.

Special: A fighter may select Improved Initiative as one of his fighter bonus feats (see page 38).

IMPROVED OVERRUN [GENERAL]

You are skilled at knocking down opponents.

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you.

You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Special: A fighter may select Improved Overrun as one of his fighter bonus feats (see page 38).

IMPROVED PRECISE SHOT [GENERAL]

Your ranged attacks can ignore the effects of cover or concealment.

Prerequisites: Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment.

Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See pages 150–152 for rules on the effects of cover and concealment.

Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Special: A fighter may select Improved Precise Shot as one of his fighter bonus feats (see page 38).

An 11th-level ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor (see page 48).

IMPROVED SHIELD BASH [GENERAL]

You can bash with a shield while retaining its shield bonus to your Armor Class.

Prerequisite: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

Special: A fighter may select Improved Shield Bash as one of his fighter bonus feats (see page 38).

IMPROVED SUNDER [GENERAL]

You are skilled at attacking your opponents' weapons and shields, as well as other objects.

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (see Sunder, page 158). You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Special: A fighter may select Improved Sunder as one of his fighter bonus feats (see page 38).

IMPROVED TRIP [GENERAL]

You are trained not only in tripping opponents safely but also in following through with an attack.

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

For example, at 11th level, Tordek gets three attacks at bonuses of +11, +6, and +1.

In the current round, he attempts to trip his opponent.

His first attempt fails (using up his first attack).

His second attempt succeeds, and he immediately makes a melee attack against his opponent with a bonus of +6.

Finally, he takes his last attack at a bonus of +1.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

See Trip, page 158.

Special: At 6th level, a monk may select Improved Trip as a bonus feat, even if she does not have the prerequisites. A fighter may select Improved Trip as one of his fighter bonus feats (see page 38).

IMPROVED TURNING [GENERAL]

Your turning or rebuking attempts are more powerful than normal.

Prerequisite: Ability to turn or rebuke creatures.

Benefit: You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

IMPROVED TWO-WEAPON FIGHTING [GENERAL]

You are an expert in fighting two-handed.

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty (see Table 8–10, page 160).

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Special: A fighter may select Improved Two-Weapon Fighting as one of his fighter bonus feats.

A 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor (see page 48).

IMPROVED UNARMED STRIKE [GENERAL]

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed—that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed.

However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Special: A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level.

She need not select it.

A fighter may select Improved Unarmed Strike as one of his fighter bonus feats (see page 38).

INVESTIGATOR [GENERAL]

You have a knack for finding information.

Benefit: You get a +2 bonus on all Gather Information checks and Search checks.

IRON WILL [GENERAL]

You have a stronger will than normal.

Benefit: You get a +2 bonus on all Will saving throws.

LEADERSHIP [GENERAL]

You are the sort of person others want to follow, and you have done some work attempting to recruit cohorts and followers.

Prerequisite: Character level 6th.

Benefit: You can attract loyal companions and devoted followers, subordinates who assist you.

Your DM has information on what sort of cohort and how many followers you can recruit.

Special: Check with your DM before selecting this feat, and work with your DM to determine an appropriate cohort and followers for your character (the *Dungeon Master's Guide* has more information on cohorts and followers).

LIGHTNING REFLEXES [GENERAL]

You have faster than normal reflexes.

Benefit: You get a +2 bonus on all Reflex saving throws.

MAGICAL APTITUDE [GENERAL]

You have a knack for magical endeavors.

Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

MANYSHOT [GENERAL]

You can fire multiple arrows simultaneously against a nearby target.

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet.

Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage (such as sneak attack damage) only once.

If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A fighter may select Manyshot as one of his fighter bonus feats (see page 38).

A 6th-level ranger who has chosen the archery combat style is treated as having Manyshot even if he does not have the prerequisites for it, but only when he is wearing light or no armor (see page 48).

MARTIAL WEAPON PROFICIENCY [GENERAL]

Choose a type of martial weapon, such as a longbow (see Table 7-5: Weapons, page 116, for a list of martial weapons). You understand how to use that type of martial weapon in combat.

Use this feat to expand the list of weapons with which you are proficient beyond the basic list in your class description.

Benefit: You make attack rolls with the selected weapon normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

A cleric who chooses the War domain automatically gains the Martial Weapon Proficiency feat related to his deity's favored weapon as a bonus feat, if the weapon is a martial one.

He need not select it.

A sorcerer or wizard who casts the spell *Tenser's transformation* on himself or herself gains proficiency with all martial weapons for the duration of the spell.

MAXIMIZE SPELL [METAMAGIC]

You can cast spells to maximum effect.

Benefit: All variable, numeric effects of a spell modified by this feat are maximized.

A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate.

For example, a maximized *fireball* deals 6 points of damage per caster level (up to a maximum of 60 points of damage at 10th caster level).

Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected, nor are spells without random variables.

A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

An empowered, maximized *fireball* cast by a 15th-level wizard deals points of damage equal to 60 plus one-half of 10d6.

MOBILITY [GENERAL]

You are skilled at dodging past opponents and avoiding blows.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses (such as this one and a dwarf's racial bonus on dodge attempts against giants) stack with each other, unlike most types of bonuses.

Special: A fighter may select Mobility as one of his fighter bonus feats (see page 38).

MOUNTED ARCHERY [GENERAL]

You are skilled at using ranged weapons while mounted.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running (see Mounted Combat, page 157).

Special: A fighter may select Mounted Archery as one of his fighter bonus feats (see page 38).

MOUNTED COMBAT [GENERAL]

You are skilled in mounted combat.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit.

The hit is negated if your Ride check result is greater than the opponent's attack roll.

(Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC).

Special: A fighter may select Mounted Combat as one of his fighter bonus feats (see page 38).

NATURAL SPELL [GENERAL]

You can cast spells while in a wild shape.

Prerequisite: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape.

For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form.

This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

NEGOTIATOR [GENERAL]

You are good at gauging and swaying attitudes.

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

NIMBLE FINGERS [GENERAL]

You are adept at manipulating small, delicate objects.

Benefit: You get a +2 bonus on all Disable Device checks and Open Lock checks.

PERSUASIVE [GENERAL]

You have a way with words and body language.

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

POINT BLANK SHOT [GENERAL]

You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Special: A fighter may select Point Blank Shot as one of his fighter bonus feats (see page 38).

POWER ATTACK [GENERAL]

You can make exceptionally powerful melee attacks.

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls.

This number may not exceed your base attack bonus.

The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls.

You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies.

(Normally, you treat a double weapon as a one-handed weapon and a light weapon.

If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon).

A fighter may select Power Attack as one of his fighter bonus feats (see page 38).

PRECISE SHOT [GENERAL]

You are skilled at timing and aiming ranged attacks.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll (see Shooting or Throwing into a Melee, page 140).

Special: A fighter may select Precise Shot as one of his fighter bonus feats (see page 38).

QUICK DRAW [GENERAL]

You can draw weapons with startling speed.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action.

You can draw a hidden weapon (see the Sleight of Hand skill, page 81) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement (see page 142).

Without this feat, you can draw a hidden weapon as a standard action.

Special: A fighter may select Quick Draw as one of his fighter bonus feats (see page 38).

QUICKEN SPELL [METAMAGIC]

You can cast a spell with a moment's thought.

Benefit: Casting a quickened spell is a free action.

You can perform another action, even casting another spell, in the same round as you cast a quickened spell.

You may cast only one quickened spell per round.

A spell whose casting time is more than 1 full-round action cannot be quickened.

A quickened spell uses up a spell slot four levels higher than the spell's actual level.

Casting a quickened spell doesn't provoke an attack of opportunity.

Special: This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

RAPID RELOAD [GENERAL]

Choose a type of crossbow (hand, light, or heavy).

You can reload a crossbow of that type more quickly than normal.

Prerequisite: Weapon Proficiency (crossbow type chosen).

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow).

Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

A fighter may select Rapid Reload as one of his fighter bonus feats (see page 38).

RAPID SHOT [GENERAL]

You can use ranged weapons with exceptional speed.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon.

The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a –2 penalty.

You must use the full attack action (see page 143) to use this feat.

Special: A fighter may select Rapid Shot as one of his fighter bonus feats (see page 38).

A 2nd-level ranger who has chosen the archery combat style is treated as having Rapid Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor (see page 48).

RIDE-BY ATTACK [GENERAL]

You are skilled at making fast attacks for your mount.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge).

Your total movement for the round can't exceed double your mounted speed.

You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Special: A fighter may select Ride-By Attack as one of his fighter bonus feats (see page 38).

RUN [GENERAL]

You are fleet of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description, page 77), you gain a +4 bonus on your Jump check.

While running, you retain your Dexterity bonus to AC.

Normal: You move four times your speed while running (if wearing medium, light or no armor and carrying no more than a light load) or three times your speed (if wearing heavy armor or carrying a medium or heavy load), and you lose your Dexterity bonus to AC.

SCRIBE SCROLL [ITEM CREATION]

You can create scrolls, from which you or another spellcaster can cast the scribed spells.

See the *Dungeon Master's Guide* for rules on scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know.

Scribing a scroll takes one day for each 1,000 gp in its base price.

The base price of a scroll is its spell level × its caster level × 25 gp.

To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost.

In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

SELF-SUFFICIENT [GENERAL]

You can take care of yourself in harsh environments and situations.

Benefit: You get a +2 bonus on all Heal checks and Survival checks.

SHIELD PROFICIENCY [GENERAL]

You are proficient with bucklers, small shields, and large shields.

Benefit: You can use a shield and take only the standard penalties (see Table 7–6: Armor and Shields, page 123).

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat.

They need not select it.

SHOT ON THE RUN [GENERAL]

You are highly trained in skirmish ranged weapon tactics.

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Special: A fighter may select Shot on the Run as one of his fighter bonus feats (see page 38).

SILENT SPELL [METAMAGIC]

You can cast spells silently.

Benefit: A silent spell can be cast with no verbal components.

Spells without verbal components are not affected.

A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

SIMPLE WEAPON PROFICIENCY [GENERAL]

You understand how to use all types of simple weapons in combat (see Table 7–5: Weapons, page 116, for a list of simple weapons).

Benefit: You make attack rolls with simple weapons normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons.

They need not select this feat.

A sorcerer or wizard who casts the spell *Tenser's transformation* on himself or herself gains proficiency with all simple weapons for the duration of the spell.

SKILL FOCUS [GENERAL]

Choose a skill, such as Move Silently.

You have a special knack with that skill.

Benefit: You get a +3 bonus on all checks involving that skill.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new skill.

SNATCH ARROWS [GENERAL]

You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat (page 93), you may catch the weapon instead of just deflecting it. Thrown weapons, such as spears or axes, can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

Special: A fighter may select Snatch Arrows as one of his fighter bonus feats (see page 38).

SPELL FOCUS [GENERAL]

Choose a school of magic, such as illusion.

Your spells of that school are more potent than normal.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new school of magic.

SPELL MASTERY [SPECIAL]

You are so intimately familiar with certain spells that you don't need a spellbook to prepare them anymore.

Prerequisite: Wizard level 1st.

Benefit: Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know.

From that point on, you can prepare these spells without referring to a spellbook.

Normal: Without this feat, you must use a spellbook to prepare all your spells, except *read magic*.

SPELL PENETRATION [GENERAL]

Your spells are especially potent, breaking through spell resistance more readily than normal.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

SPIRITED CHARGE [GENERAL]

You are trained at making a devastating mounted charge.

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Special: A fighter may select Spirited Charge as one of his fighter bonus feats (see page 38).

SPRING ATTACK [GENERAL]

You are trained in fast melee attacks and fancy footwork.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate.

You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

Special: A fighter may select Spring Attack as one of his fighter bonus feats (see page 38).

STEALTHY [GENERAL]

You are particularly good at avoiding notice.

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

STILL SPELL [METAMAGIC]

You can cast spells without gestures.

Benefit: A stilled spell can be cast with no somatic components.

Spells without somatic components are not affected.

A stilled spell uses up a spell slot one level higher than the spell's actual level.

STUNNING FIST [GENERAL]

You know how to strike opponents in vulnerable areas.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt).

Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally.

A defender who fails this saving throw is stunned for 1 round (until just before your next action).

A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC.

You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round.

Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk may select Stunning Fist as a bonus feat at 1st level, even if she does not meet the prerequisites.

A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

A fighter may select Stunning Fist as one of his fighter bonus feats (see page 38).

TOUGHNESS [GENERAL]

You are tougher than normal.

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

TOWER SHIELD PROFICIENCY [GENERAL]

You are proficient with tower shields.

Prerequisite: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties (see Table 7-6: Armor and Shields, page 123).

Normal: A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat.

They need not select it.

TRACK [GENERAL]

You can follow the trails of creatures and characters across most types of terrain.

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check.

You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check).

The DC depends on the surface and the prevailing conditions, as given on the table below:

Surface	Survival DC	Surface Survival	DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor.

Most streambeds fall into this category, since any footprints left behind are obscured or washed away.

The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
¹ For a group of mixed sizes, apply only the modifier for the largest size category.	
² Apply only the largest modifier from this category.	

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower.

Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Special: A ranger automatically has Track as a bonus feat. He need not select it.

This feat does not allow you to find or follow the tracks made by a subject of a *pass without trace* spell.

TRAMPLE [GENERAL]

You are trained in using your mount to knock down opponents.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets (see Overrun, page 157).

Special: A fighter may select Trample as one of his fighter bonus feats (see page 38).

TWO-WEAPON DEFENSE [GENERAL]

Your two-weapon fighting style bolsters your defense as well as your offense.

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Special: A fighter may select Two-Weapon Defense as one of his fighter bonus feats.

TWO-WEAPON FIGHTING [GENERAL]

You can fight with a weapon in each hand.

You can make one extra attack each round with the second weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Normal: See Two-Weapon Fighting, page 160, and Table 8–10: Two-Weapon Fighting Penalties, page 160.

Special: A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisite for it, but only when he is wearing light or no armor (see page 48).

A fighter may select Two-Weapon Fighting as one of his fighter bonus feats (see page 38).

WEAPON FINESSE [GENERAL]

You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.

Prerequisite: Base attack bonus +1.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

If you carry a shield, its armor check penalty applies to your attack rolls.

Special: A fighter may select Weapon Finesse as one of his fighter bonus feats (see page 38).

Natural weapons are always considered light weapons.

WEAPON FOCUS [GENERAL]

Choose one type of weapon, such as greataxe.

You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat.

You are especially good at using this weapon.

(If you have chosen ray, you are especially good with rays, such as the one produced by the *ray of frost* spell).

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new type of weapon.

A fighter may select Weapon Focus as one of his fighter bonus feats (see page 38).

He must have Weapon Focus with a weapon to gain the Weapon Specialization feat for that weapon.

WEAPON SPECIALIZATION [GENERAL]

Choose one type of weapon, such as greataxe, for which you have already selected the Weapon Focus feat.

You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new type of weapon.

A fighter may select Weapon Specialization as one of his fighter bonus feats (see page 38).

WHIRLWIND ATTACK [GENERAL]

You can strike nearby opponents in an amazing, spinning attack.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities (such as the Cleave feat or the *haste* spell).

Special: A fighter may select Whirlwind Attack as one of his fighter bonus feats.

WIDEN SPELL [METAMAGIC]

You can increase the area of your spells.

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area.

Any numeric measurements of the spell's area increase by 100%.

For example, a *fireball* spell (which normally produces a 20-foot-radius spread) that is widened now fills a 40-foot-radius spread.

A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

PLAYER'S HANDBOOK 2

(3.5)

CERIMONY FEATS

RITUAL BLESSING []

You call upon the powers of goodness and light to bless your allies.

If your religious studies are advanced enough, the rituals you learn allow you to ward against illness or poison, enhance your healing abilities, and protect against evil.

Prerequisites: Good alignment Knowledge (religion) 4 ranks.

Benefit: You gain access to rituals based on your ranks in Knowledge (religion).

Anoint (Knowledge [religion] 4 ranks): You speak a blessing over the recipient of this ritual, anoint him with holy water, and say a short prayer for him.

When you cast a *cure* spell on the recipient, he heals an extra 2 points of damage.

Performing this ritual requires 5 minutes of incantation and a vial of holy water, its effects last for 24 hours.

Cleanse (Knowledge [religion] 8 ranks): You sprinkle holy water over the recipient of this ritual and speak a prayer to his health and vigor.

The target gains a +2 bonus on saves against disease and poison.

Performing this ritual requires 10 minutes of incantation and a vial of holy water.

Its effects last for 24 hours.

Ward (Knowledge [religion] 13 ranks): You use a special combination of powdered silver and holy water to create a mystical ward that offers protection against demons and devils.

The recipient of this ritual gains a +1 bonus on saves against spells and special attacks used by evil outsiders.

Performing this ritual requires 10 minutes of work, a vial of holy water, and powdered silver worth 30 gp.

Its effects last for 24 hours.

RITUAL BLOOD BONDS []

You invest your allies with the mighty power of your totem, god, or similar divine entity.

These rituals allow you to forge bonds between warriors that stand the test of combat.

Prerequisites: Ore or half-ore.

Knowledge (religion) 4 ranks.

Benefit: You gain access to rituals based on your total ranks in Knowledge (religion).

Blood Brothers (Knowledge [religion] 4 ranks): You gather up to six of your allies together in a circle.

Each member of this circle pledges allegiance to the others, cuts himself, and bleeds into a bowl containing holy water or unholy water (as appropriate to your alignment).

You then sprinkle this mixture on yourself and the members of the circle.

You and everyone else who participated in this ritual gains a +4 morale bonus on Will saves against fear as long as each

individual can see one other ally who took part in this ritual.

This ritual requires 10 minutes of incantation and a vial of holy water or unholy water.

Its effect lasts for 24 hours.

Vengeful Bonds of Brotherhood (Knowledge [religion] 8 ranks):

You create a close, mystical bond between you and your allies.

Up to six individuals can participate with you in this ritual. Each participant cuts his hand.

Everyone in the ritual then clasps hands in a circle while you stand in the middle.

You speak a prayer while sprinkling holy or unholy water on each participant.

This ritual grants a benefit to its participants (including you) when an ally falls in battle.

If an individual who participated in this ritual sees another participant drop to 0 or fewer hit points due to an opponent's actions, he gains a +2 morale bonus on attack rolls against the foe who dropped his ally.

The benefit lasts for 1 minute every time it is triggered.

You can gain this bonus against multiple foes during the duration of the effect.

This ritual requires 10 minutes of incantation, a vial of holy water or unholy water, and silver dust worth 10 gp.

The ritual's benefit lasts for 24 hours.

RITUAL TRANSFERENCE []

You can transfer the XP of other creatures into an agreed upon magic item and construct magic items with prerequisites that you do not meet.

Prerequisites: Knowledge (arcana) or Knowledge (religion), any item creation feat.

Benefit: You gain access to rituals based on your ranks in Knowledge (arcana) or Knowledge (religion).

If you qualified for this feat with Knowledge (arcana), only magic items with arcane spell prerequisites can be constructed with the transfer ritual.

If you qualified for this feat with Knowledge (religion), only magic items with divine spell prerequisites can be constructed with the transfer ritual.

Transfer (Knowledge [arcana] 4 ranks or Knowledge [religion] 4 ranks): You can courier a transfer of XP from one or more creatures (maximum five) into an agreed upon magic item you are constructing.

Any creatures participating in this ritual control how much XP to transfer.

You cannot courier a transfer of more XP than is needed to construct the agreed upon magic item.

All the requirements for transferring XP, compensating for XP, and sharing XP costs apply to participating in this ritual.

If allowable changes are made that require more XP, you or the participating creatures must provide that XP as needed. If allowable changes are made that require less XP, the difference is returned to you or the participating creatures in proportionate amounts (as per their original contributions).

If you start making a magic item that is not allowed by even one of the creatures participating in this ritual, all the transferred XP is returned to those creatures.

If you spend at least one day making the agreed upon magic item, the XP is consumed regardless of whether the magic item is completed or not.

If you start working on a new magic item after spending at least one day making the agreed upon magic item, the XP is consumed and lost (as per the normal rules for creating magic items).

Any creatures participating in this ritual must be present while the magic item is being created (one day per 1,000 gp in the item's base price, 8 hours per day; potions always take just one day to make, regardless of cost).

If any creatures participating in this ritual are not present, then no progress can be made toward the magic item that day.

If any creature leaves before 8 hours per day has elapsed, no portion of that day counts toward the construction time.

Coalesce (Knowledge [arcana] 8 ranks or Knowledge [religion] 8 ranks): You can rely on any creature participating in this ritual who transferred at least 50% of the XP cost to provide prerequisite spells for the agreed upon magic item.

The creature must provide any material components or focuses the spells require, and must pay any XP costs required for the spells.

The act of constructing the magic item triggers these spells, making them unavailable for casting during each day of the magic item's creation.

Note: If you are commissioning the creation of a magic item from an NPC with this feat (for which you are providing spells), a discount consistent with your contribution and type of magic item is subtracted from the final market price (see Table 7–33: Estimating Magic Item Gold Piece Values, page 285 of the *Dungeon Master's Guide*).

Similarly, you can rely on any creature participating in this ritual who transferred at least 50% of the XP cost to provide ability score, alignment, character level, class level, class feature, race, or skill rank prerequisites for the agreed upon magic item.

No discount is given for providing these qualities.

You must always provide the caster level and item creation feat needed to make a magic item.

Special: A character who meets the prerequisites automatically gains Ritual Transference as a bonus feat after constructing five *talismans of transference*.

COMBAT FORM FEATS

COMBAT AWARENESS []

When you maintain your combat focus, you have an uncanny ability to sense the ebb and flow of your opponents' vitality.

As you attain greater mastery of this fighting style, you learn to sense a foe's presence even with your eyes closed.

Prerequisites: Wis 13, Blind-Fight, Combat Focus, base attack bonus +12.

Benefit: While maintaining your combat focus, you learn the current hit point total of each adjacent opponent and ally.

If you have three or more combat form feats, you gain blindsight out to 5 feet.

Special: A fighter can select Combat Awareness as one of his fighter bonus feats.

COMBAT DEFENSE []

The state of keen focus and mental discipline you attain in combat allows you to shift the focus of your defense from one opponent to another with careful, precise maneuvers.

Prerequisites: Dex 13, Wis 13, Combat Focus, Dodge, base attack bonus +6.

Benefit: While you maintain your combat focus, you can change the target of your Dodge feat to a new opponent as an immediate action.

If you have three or more combat form feats, you gain an additional +1 dodge bonus to AC against the target of your Dodge feat.

Normal: Designating or changing the target of your Dodge feat can only be done on your turn as a free action.

Special: A fighter can select Combat Defense as one of his fighter bonus feats.

COMBAT FOCUS []

The way of the warrior requires more than simple, brute strength.

Some warriors bring their minds in such keen focus during the heat of battle that they can attain superhuman levels of endurance, perception, and mental toughness.

Through intense mental exercise and training, you learn to enter a state of perfect martial clarity.

Prerequisite: Wis 13.

Benefit: In battle, you push aside the chaos of the fight and attain a focused state that grants you a keen, clear picture of the battle.

Fear and pain ebb away as you focus solely on defeating your enemy.

The first time you make a successful attack during an encounter, you gain your combat focus.

In this state, your mind and body become one, allowing you to overcome mundane physical limits.

You can maintain your combat focus for 10 rounds after entering it, +1 additional round per combat form feat you possess aside from this one.

You can only gain your combat focus once per encounter. While you are maintaining your combat focus, you gain a +2 bonus on Will saves.

If you have three or more combat form feats, this bonus increases to +4.

Special: A fighter can select Combat Focus as one of his fighter bonus feats.

COMBAT STABILITY []

When you maintain your combat focus, you become difficult to dislodge.

Your muscles lock into an unyielding position, granting you superior ability to resist trip attacks, bull rushes, disarms, and similar effects.

Prerequisite: Wis 13, Combat Focus, base attack bonus +3.

Benefit: You gain a +4 bonus on checks or rolls to resist bull rush, disarm, grapple, overrun, and trip attempts made against you.

If you have three or more combat form feats, the bonus granted by this feat increases to +8.

Special: A fighter can select Combat Stability as one of his fighter bonus feats.

COMBAT STRIKE []

Your intense, focused state allows you to see the one critical moment in a battle when you hang suspended between victory and defeat.

By pouring the energy required to maintain your focus into your assault, you baffle through your foe's defenses.

Prerequisites: Wis 13.

Combat Focus, any two other combat form feats, base attack bonus 15.

Benefit: If you choose to end your combat focus as a swift action, you gain a bonus on attack rolls and damage rolls equal to your total number of combat form feats for the rest of your current turn.

You immediately lose all benefits of combat form feats that affect you only while you are maintaining your combat focus.

Special: A fighter can select Combat Strike as one of his fighter bonus feats.

COMBAT VIGOR []

When you maintain your combat focus, your clarity of purpose and relentless drive allow you to overcome your body's frailties.

Minor wounds heal in a matter of seconds, and you quickly recover from even a grievous blow.

Prerequisites: Wis 13, Combat Focus, base attack bonus +9.

Benefit: While you maintain your combat focus, you gain fast healing 2.

You lose this benefit when your combat focus ends.

If you have three or more combat form feats, the benefit of this feat improves to fast healing 4.

Special: A fighter can select Combat Vigor as one of his fighter bonus feats.

DIVINE FEATS

DIVINE ARMOR []

You call upon your deity to protect you in your hour of need by wreathing you in divine power that wards off your enemies' attacks.

Prerequisites: Divine caster level 5th, ability to turn or rebuke undead.

Benefit: As a swift action, you can expend a turn or rebuke undead attempt to gain damage reduction 5/- until the start of your next turn.

DIVINE FORTUNE []

With a quick prayer, you channel divine energy to help resist spell, poison, or other deadly effect.

Prerequisites: Divine caster level 5th, ability to turn or rebuke undead.

Benefit: As an immediate action, you can expend a turn or rebuke undead attempt to gain a +4 bonus on your next saving throw.

If this benefit is not used immediately, it lasts until the start of your next turn.

DIVINE JUSTICE []

You can channel divine energy to turn your foe's strength against him, striking him with the same force that he used against you.

Prerequisite: Ability to turn or rebuke undead.

Benefit: As a swift action, you can expend a turn or rebuke undead attempt to mark an opponent as the target of this feat.

The next time this opponent strikes you with an armed melee attack or a natural weapon, record the damage he deals.

The next time you strike him in melee, you deal that damage or your weapon's normal damage, whichever is greater.

Your weapon's qualities still determine if damage reduction applies to the damage you deal.

You can mark only one opponent at a time with this feat. You must take damage from your foe within 1 minute of using this feat, or your turn or rebuke undead attempt is wasted.

After taking damage, you must strike your foe within 1 minute, or you lose this feat's benefit.

Until you strike your foe and trigger the feat's benefit, you cannot use this feat again to mark the same or a different opponent.

DIVINE WARD []

You create a channel of divine energy between yourself and a willing ally.

This link allows you to cast your spells upon him from greater than normal range.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Once every 24 hours, you can spend 10 minutes creating a magical ward between you and one willing target.

For the rest of the 24-hour period, you can increase the range of a touch spell to short range (25 feet + 5 feet per two caster levels) if you target the warded creature, and only the warded creature.

When you cast a spell in this manner, you must expend 1 turn or rebuke undead attempt.

You can create a ward between you and more than one target, so long as you expend the necessary time and turning attempts.

You must expend a turn or rebuke undead attempt to create each ward beyond the first.

PROFANE AURA []

You call upon the dark powers you worship to fill the area around you with a dreadful mist that obscures sight.

Prerequisites: Divine caster level 9th, ability to rebuke undead.

Benefit: As a standard action, you can expend one of your rebuke undead attempts to fill the area around you with a cold, clammy mist.

The mist extends out in a 60-foot-radius emanation centered on you and flows through the air as you move, keeping you at the center of its area.

The mist provides concealment to creatures within the cloud.

While in the mist, creatures (including you) 5 feet away from each other have concealment, and creatures separated

by more than 5 feet have total concealment from each other.
In addition, mindless undead creatures within the cloud gain a +2 deflection bonus to AC.

SACRED HEALING []

You can channel divine energy to aid in your efforts to tend to a comrades injuries, sickness, or other conditions.

Prerequisite: Ability to turn undead.

Benefit: As a swift action, you can expend a turn undead attempt to augment your ability to tend to the wounds of others.

You gain a +5 bonus on Heal checks and a +2 bonus per die on the damage healed by any conjuration (healing) spells you cast.

This benefit lasts until the end of your current turn.

SACRED PURIFICATION []

You serve as a conduit of divine energy, filling the area around you with power that aids the living and saps the undead.

Prerequisites: Sacred Healing, ability to turn undead.

Benefit: As a swift action, you can expend a turn undead attempt to create a pulse of divine energy.

All living creatures within 60 feet of you heal an amount of damage equal to 1d8 points + your Charisma bonus (if any).

All undead creatures in this area take damage equal to 1d8 points + your Charisma bonus.

SACRED RADIANCE []

You channel divine energy to fill the area around you with a soothing, gentle radiance.

Prerequisites: Divine caster level 9th, ability to turn undead.

Benefit: As a standard action, you can expend a turn undead attempt to bathe yourself in light.

This light provides bright illumination in a 60-foot-radius emanation centered on you and an additional 60 feet of shadowy illumination beyond that area.

The light moves as you move, keeping you at the center of its area.

It temporarily negates areas of magical darkness created by spells of 3rd level or lower.

Any nonevil creature within 60 feet of you gains a +2 morale bonus on saves against fear, poison, disease, and death effects.

Evil creatures take a -2 penalty on saves against fear effects. This benefit lasts for 10 minutes.

HERITAGE FEATS

CELESTIAL SORCERER AURA []

The power of your sorcerous heritage shines through, allowing you to infuse the area around you with a menacing aura.

Prerequisites: Celestial Sorcerer Heritage, sorcerer level 1st.

Benefit: As a standard action, you can expend a spell slot to generate a righteous aura of menace that affects all hostile creatures in a 20-foot radius around you.

All your opponents within this area must make a Will save (DC 10 + the level of the spell slot expended + your Cha modifier).

On a failed save, a creature takes a -2 penalty on attack rolls, checks, and saves for 24 hours or until it successfully hits you.

A creature that resists or breaks this effect cannot be affected by it again for 24 hours.

This is a supernatural ability.

CELESTIAL SORCERER HERITAGE []

Your ancestry manifests in the form of several special abilities.

You gain access to abilities similar to those of an archon.

Prerequisite: Sorcerer level 1st.

Benefit: You gain a bonus on saves against electricity and petrification equal to the number of celestial sorcerer feats you possess.

You also add *protection from evil* to your list of 1st-level sorcerer spells known.

This spell is in addition to the spells you gain normally based on your sorcerer level.

CELESTIAL SORCERER LANCE []

You can channel your arcane energy into a bolt of power that is baneful to evil creatures.

Prerequisites: Celestial Sorcerer Heritage, sorcerer level 1st.

Benefit: As a standard action, you can expend a spell slot to create a 60-foot line of energy that deals damage only against creatures with an evil alignment.

The bolt deals 1d8 points of damage per level of the spell slot spent to activate this ability.

A Reflex save (DC 10 + the level of the spell slot expended + your Cha modifier) halves this damage.

This is a supernatural ability.

CELESTIAL SORCERER LORE []

The power of your ancestry grants you access to a variety of new spells.

Prerequisites: Celestial Sorcerer Heritage, any two other celestial sorcerer heritage feats, sorcerer level 1st.

Benefit: You add *magic circle against evil*, *tongues*, and *teleport* to your list of spells known.

You gain these spells when you gain access to spells of the appropriate level.

These spells are in addition to the spells you gain normally based on your sorcerer level.

CELESTIAL SORCERER WINGS []

You channel your inborn magical abilities to spawn a pair of spectral, magical wings that glow with majestic power.

Prerequisites: Celestial Sorcerer Heritage, sorcerer level 1st.

Benefit: You can expend a spell slot as a standard action to gain the ability to fly.

You fly at a speed equal to twice your base land speed with good maneuverability.

This benefit lasts for 1 round per level of the spell slot used to activate it.

This is a supernatural ability.

INFERNAL SORCERER EYES []

Your eyes glow with infernal fire, allowing you to see through magical darkness.

Prerequisites: Infernal Sorcerer Heritage, sorcerer level 1st.

Benefit: As a swift action, you can expend a spell slot to cause your eyes to emit a spectral red glow. You gain the ability to see perfectly in darkness of any kind, out to the limit of your line of sight. You ignore the concealment provided by darkness spells and effects. This benefit lasts for 10 minutes per level of the spell slot used to activate it.

INFERNAL SORCERER HERITAGE []

Your innate magic derives from infernal ancestors. Your blood is thick with their power, allowing you to exhibit a variety of abilities.

Prerequisite: Sorcerer level 1st.

Benefit: You gain a bonus on saves against fire and poison equal to the number of infernal sorcerer heritage feats you possess. When you use a conjuration (summoning) spell to summon an evil outsider, you gain a +2 bonus to your caster level.

INFERNAL SORCERER HOWL []

You channel the fury of your infernal ancestors into a thunderous roar that blasts your enemies with sonic power.

Prerequisites: Infernal Sorcerer Heritage, sorcerer level 1st.

Benefit: By expending one of your spell slots, you create a 30-foot cone of sonic energy. All opponents within the cone take 2d6 points of damage per level of the spell slot expended. Each target can attempt a Fortitude save (DC 10 + the level of the spell slot expended + your Cha modifier) for half damage. This is a supernatural ability.

INFERNAL SORCERER RESISTANCE []

You are as tough and resilient as an infernal monstrosity, allowing you to shrug off acid and cold damage.

Prerequisites: Infernal Sorcerer Heritage, sorcerer level 1st.

Benefit: You gain resistance to acid and resistance to cold equal to the total number of infernal sorcerer heritage feats you have.

METAMAGIC FEATS

BLISTERING SPELL []

Your fire spells sear the flesh from your enemies' bones, leaving them wracked with pain.

Benefit: This metamagic feat can be applied only to a spell that has the fire descriptor. A blistering spell deals an extra 2 points of fire damage per level of the spell.

In addition to the spell's normal effect, any creature that fails its save against a blistering spell takes a -2 penalty on attack rolls and checks until the beginning of your next turn.

A blistering spell uses up a spell slot one level higher than the spell's actual level.

EARTHBOUND SPELL []

You bind a spell into the rock and soil, leaving it there until an opponent stumbles across it.

At that time, the spell releases its energy.

Benefit: When you cast an earthbound spell, you place it within a square adjacent to you.

You must specify all effects, options, and other relevant variables when you cast the spell.

The next creature to enter the warded square triggers the spell.

If the spell affects an area, that square is the center of the area or the point at which the area begins.

For a cone, line, or similar area, you must designate the direction in which the cone or line extends.

An earthbound spell that does not affect an area targets the creature that triggered it.

You cannot apply the Earthbound Spell metamagic feat to a spell with a range of personal.

An earthbound spell remains in place for 1 hour or until it is triggered.

A Search check (DC 25 + the spell's level) reveals its presence, as does *detect magic* and similar abilities.

A character with trapfinding can make a Disable Device check (DC 25 + the spell's level) to remove an earthbound spell (as if it is a magic trap).

A *dispel magic* effect can also remove an earthbound spell, thus preventing it from functioning.

An earthbound spell uses up a spell slot two levels higher than the spell's actual level.

FLASH FROST SPELL []

Your spells that use cold and ice to damage your foes leave behind a thin layer of slippery frost.

Benefit: This metamagic feat can be applied only to spells that have the cold descriptor and that affect an area.

A flash frost spell deals an extra 2 points of cold damage per level of the spell to all targets in the area.

When you cast such a spell, the area of the spell is covered with a slippery layer of ice for 1 round.

Anyone attempting to move through this icy area must make a DC 10 Balance check or fall prone.

A creature that runs or charges through the area must make a DC 20 Balance check to avoid falling.

A flash frost spell uses up a spell slot one level higher than the spell's actual level.

IMBUED SUMMONING []

Your summoning spells gain an element of surprise.

You can summon creatures that come into existence with the benefit of a spell such as *invisibility* or *bull's strength*.

Prerequisites: Augment Summoning, Spell Focus (conjuration).

Benefit: When you cast a spell from the summoning subschool, you can choose to grant the summoned creature

the benefit of any spell of 3rd level or lower you can cast that has a range of touch.

You cast the spell you wish to grant the creature (using a prepared spell or a spell slot) at the same time you cast your summoning spell.

The creature gains the benefit of the spell when it appears. An imbued summoning spell uses up a spell slot one level higher than the spell's actual level.

SMITING SPELL []

You can channel the energy of a touch spell into a weapon, causing the spell to discharge when you strike an opponent.

Prerequisites: Base attack bonus +1, caster level 1st.

Benefit: You can alter a spell with a range of touch to transfer its energy from your hand to a weapon that you hold.

The next time you strike an opponent with that weapon, the spell discharges.

The target takes the normal damage and effects of a successful attack in addition to the spell's effect.

Once you place a spell into a weapon, you must discharge it within 1 minute, or its energy dissipates harmlessly.

You can place a smiting spell on a piece of ammunition or a projectile, such as a sling bullet, an arrow, or a crossbow bolt.

In such a case, the spell dissipates if the attack misses.

The spell cannot be placed on a bow, crossbow, sling, or similar weapon that uses ammunition.

A smiting spell uses up a spell slot one level higher than the spell's actual level.

REGULAR FEATS

ACROBATIC STRIKE []

Your dexterous maneuvers and skilled acrobatics allow you to slip past a foe's defenses and deliver an accurate strike against him.

Prerequisite: rumble 12 ranks.

Benefit: If you succeed in using fumble to avoid an opponent's attack of opportunity, you gain a +4 bonus on the next attack that you make against that foe as long as the attack occurs before the end of your current turn.

Special: A fighter can select Acrobatic Strike as one of his fighter bonus feats.

ACTIVE SHIELD DEFENSE []

Your expert use of your shield allows you to strike at vulnerable foes even when you forgo your own attacks in favor of defense.

Prerequisites: Proficiency with shields. Shield Specialization.

Benefit: When fighting defensively and using a shield, you do not take the standard fighting defensively penalties on attacks of opportunity.

When using the total defense action and a shield, you still threaten the area around you as normal.

You can make attacks of opportunity with a -4 penalty.

Normal: You take a -4 penalty on all attacks while fighting defensively.

You cannot attack while using the total defense action.

Special: A fighter can select Active Shield Defense as one of Ins fighter bonus feats.

ADAPTABLE FLANKER []

When you and an ally team up against a foe you know how to maximize the threat your ally poses to ruin your target's defenses.

Prerequisites: Combat Reflexes, Vexing Flanker, base attack bonus +4.

Benefit: As a swift action you designate a single opponent as the target of this feat.

When you are adjacent to the chosen target, you can choose to count as occupying any other square you threaten for purposes of determining flanking bonuses for you and your allies.

You also occupy your current square for flanking an opponent.

Special: A fighter can select Adaptable Flanker as one of his fighter bonus feats.

AGILE SHIELD FIGHTER []

You are skilled in combining your shield bash attack with an armed strike.

When you use your shield in unison with a weapon, your training allows you to score telling blows with both.

Prerequisites: Proficiency with shields, Improved Shield Bash, Shield Specialisation.

Benefit: When making a shield bash and armed strike attack as part of a full attack action, you rake a -2 penalty on each attack.

These penalties replace the normal ones you incur for fighting with two weapons.

Special: A fighter can select Agile Shield Fighter as one of his fighter bonus feats.

ARCANE ACCOMPANIMENT []

You infuse your performance with magical energy, allowing its effects to continue even as you attend to other tasks.

Prerequisites: Perform 4 ranks, Arcane Flourish, arcane caster level 1st, bardic music.

Benefit: As a swift action, you can expend a prepared spell or a spell slot to extend the duration of your bardic music ability after you stop performing.

You extend the duration a number of rounds equal to the level of the spell used in this manner.

This extension is in addition to the normal duration of the effect after you stop your performance.

You can expend only one spell slot to extend the duration of your bardic music.

The slot can come from any of your arcane caster classes, nor just bard.

This has no effect on bardic music or similar abilities with a duration of instantaneous or permanent.

ARCANE CONSUMPTION []

You can sacrifice your physical health to strengthen a spell.

This process leaves you wracked with pain, but the enhanced energy you draw from the spell might provide the margin between victory and defeat.

Prerequisites: Arcane Toughness, Toughness, arcane caster level 6th.

Benefit: Once per day as a swift action, you can grant the next spell you cast a +4 bonus on its save DC. You must cast and complete this spell on the same turn that you use a swift action to activate this feat. In return, you take a -4 penalty to Constitution for 12 hours and are fatigued.

ARCANE FLOURISH []

You use your magical abilities to improve your performance talents.

By bleeding magical energy into your singing, oratory, or other abilities, you enhance the pitch and sound, project your voice with a more commanding tone, and so forth.

Prerequisites: Perform 4 ranks, arcane easier level 1st.

Benefit: As a swift action, you can expend a prepared spell or spell slot to grant your next Perform check a competence bonus equal to 1 + the level of the spell or slot. You must make a check within 1 minute of using this feat, or the energy you expend dissipates with no effect.

ARCANE THESIS []

You have studied a single spell in-depth.

Your expertise grants you formidable though narrowly focused arcane mastery.

Prerequisites: Knowledge (arcana) 9 ranks, ability to cast arcane spells.

Benefit: Choose one arcane spell that you can cast ID be your thesis spell.

When casting that spell, you do so at +2 caster level.

When you apply a metamagic feat other than Heighten Spell to that spell, the enhanced spell uses up a spell slot one level lower than normal.

For example, an empowered thesis spell uses up a spell slot one level higher than the spell's actual slot (rather than the normal two levels higher).

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new spell.

ARCANE TOUGHNESS []

You draw upon the power of your magic to sustain yourself, allowing you to continue fighting long after your physical body has failed you.

Prerequisites: Toughness, arcane caster level 3rd.

Benefit: You can expend a prepared spell or spell slot as an immediate action when you are reduced to 0 or fewer hit points.

You heal a number of points of damage equal to the level of the spell or spell slot used in this manner.

You cannot use this ability to negate effects that disable you without causing hit point damage, such as a medusa's ability to turn you to stone.

Even if this healing does not bring you above negative hit points, it still stabilizes you.

Using a 0-level spell with this feat grants no benefit.

ARMOR SPECIALIZATION []

Through long wear and hours of combat, you have trained your body to believe in its armor.

Where others flinch, you confront.

When the sword falls, your instincts, born of bruises and rent flesh, present your cuirass, cuisse, helm, or gorget to meet the blade at the perfect angle, causing it to skitter off harmlessly.

Prerequisites: Proficiency with selected armor type, base attack bonus +12.

Benefit: Choose one type of medium or heavy armor with which you are proficient.

When wearing masterwork armor (including magic armor of that type) you gain damage reduction 2/-.

Any time you lose your Dexterity bonus to Armor Class, you lose the benefit of this feat, because you cannot properly deflect the blows of the enemy.

Special: You can gain this feat multiple times.

Its effects do not slack.

Each time you take the feat it applies to a new type of armor.

A fighter can select Armor Specialization as one of his fighter bonus feats.

BATTLE DANCER []

You strike at your foes in time with the music you sing or in cadence with an oration you deliver.

The magical power of your bardic performance drives you forward and improves your fighting ability.

Prerequisites: Base attack bonus +2, bardic music.

Benefit: During a round in which you grant any ally a bonus on attack rolls, damage rolls, or saves with one of your bardic music abilities, you gain a +2 morale bonus on your attack rolls if you move at least one square before attacking.

You lose this benefit for the remaining duration of your current use of bardic music if you do not move or if you do not attack on your turn.

If you stand still and attack (or move without attacking), you do not gain this feat's benefit, but this ability's duration continues.

Special: A fighter can select Battle Dancer as one of his fighter bonus feats.

BONDED FAMILIAR []

You enjoy a stronger than normal magical bond with your familiar, granting you access to two special abilities.

Prerequisite: Familiar.

Benefit: As long as your familiar is within 30 feet of you, the two of you can share the damage from a single deadly attack.

Once per day, if an attack would drop your familiar to 0 or fewer hit points, you can instead choose to accept that damage.

In addition, once per day, your familiar can choose to take the damage from a single attack or effect that would reduce you to 0 or fewer hit points.

This ability applies only to attacks or effects that deal hit point damage.

You or your familiar could not absorb the effect of a spell such as *flesh to stone*.

BOUNDING ASSAULT []

You can move and attack with superior speed and power.

Prerequisites: Dex 13, Dodge.

Mobility, Spring Attack, base attack bonus +12.

Benefit: When using the Spring Attack feat, you designate two foes rather than one.

Your movement does not provoke attacks of opportunity from either of these foes.

While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty.

You can use both attacks against one of the opponents targeted with this feat, or split your attacks between them.

BRUTAL STRIKE []

You can bait foes senseless with your mace, morningstar, quarterstaff, or flail.

Few victims are willing to stand toe-to-toe with a warrior known for knocking his foes witless with a single strike.

Prerequisites: Str 13, Power Attack, base attack bonus +6.

Benefit: If you use your Power Attack (eat to increase your damage with a bludgeoning weapon, you can attempt a brutal strike.

You must declare your intention before making your attack, if the attack hits and your opponent takes damage, he must make a Fortitude save (DC 10 + your extra damage from the Power Attack feat on the attack) or be sickened for 1 round.

You can use this feat once per round during your attack action.

Special: This feat cannot be used against a creature that is not subject to extra damage from critical hits.

A fighter can select Brutal Strike as one of his fighter bonus feats.

COMBAT ACROBAT []

Your acrobatics and agility in combat allow you to maneuver across the battlefield with ease.

You stay on your feet and speed over difficult terrain due to your superior athleticism and acrobatic talents.

Prerequisites: Balance 9 ranks, Tumble 9 ranks.

Benefit: You gain several benefits from this feat to reflect your overall athletic ability and training in the skills vital to an acrobat.

Acrobatic Recovery: If an effect causes you to fall prone, you can make a DC 20 Balance check to remain on your feet.

Sure Footed Maneuver: With a DC 15 Balance check, you can ignore up to 4 squares of difficult terrain while moving. You treat these squares as normal terrain.

You still endure any el lefts or hazards associated with the terrain.

For example, a shallow pool of boiling water might deal fire damage and count as difficult terrain.

You would still take damage from the water even if your Balance check allowed you to move through it at full speed.

Special: A fighter can select Combat Acrobat as one of his fighter bonus feats.

COMBAT FAMILIAR []

Your familiar is skilled in delivering attack spells against your foes.

It flits past their defenses to discharge its spell without leaving itself vulnerable to attack.

Prerequisites: Arcane caster level 1st, familiar.

Benefit: If your familiar holds the charge for a couch spell, it does not provoke an attack of opportunity for entering an opponents square.

COMBAT TACTICIAN []

You excel at approaching an opponent from an unexpected direction to deliver deadly attacks.

As you approach your foe, you duck and weave to confuse his defenses.

Alternatively, you draw a weapon and make a quick attack that surprises your foe.

Prerequisites: Dex 13, Dodge, base attack bonus +12.

Benefit: You can designate one specific foe as the target of this feat as a free action.

If neither you nor the target threatens each other at the start of your turn, you gain a +2 bonus on melee damage against that target during your turn.

COMETARY COLLISION []

You are a thunderbolt of destruction on the battlefield.

By carefully timing your charge, you rush forward and slam into an enemy just as he gathers the speed needed to charge you.

You turn your opponent's momentum against him.

Prerequisites: Str 13, Improved Bull Rush, Power Attack.

Benefit: You can ready a standard action to use this feat when an opponent charges you or any other target.

At any point during your opponent's charge, you can charge him.

In place of the normal charge benefits, you gain +2 on your attack roll and +4 on your damage roll.

Your foe loses the benefits of charging (but not the penalties) but can still attack you.

If the target charged someone else, he can choose to instead attack you.

You take the standard -2 penalty to AC for charging.

If you cannot move at least 10 feet or cannot charge due to terrain or other factors, you do not gain this feat's benefit.

In either case, you use your readied action to move but do not gain an attack.

Special: A fighter can select Cometary Collision as one of his fighter bonus feats.

COMPANION SPELLBOND []

You form a special magical link with your animal companion, allowing you to share spells with it over a greater distance.

Prerequisite: Animal companion.

Benefit: You use your companion's share spells ability out to a range of 30 feet, rather than the standard 5 feet.

You can cast touch spells to affect your companion at a greater range than normal.

You can change a spell's range from touch to short (range of 25 feet + 5 feet per two caster levels) if the spell targets only your companion.

CROSSBOW SNIPER []

You are skilled in lining up accurate, deadly shots with your crossbow.

Perhaps you add custom-made sights to your weapon, or you have learned to maximize the stability and precision the weapon offers.

Prerequisites: Proficiency with hand, heavy, or light crossbow.

Weapon Focus with hand, heavy, or light crossbow, base attack bonus +1.

Benefit: When using a crossbow for which you have the Weapon Focus feat, you gain a bonus on damage rolls equal to 1/2 your Dexterity bonus.

If you have the skirmish or sneak attack ability, the maximum range at which you can make such attacks increases to 60 feet when you are using a crossbow for which you have the Weapon Focus feat.

Special: A fighter can select Crossbow Sniper as one of his fighter bonus feats.

CRUSHING STRIKE []

You wield a bludgeoning weapon with superior power, allowing you to batter aside an opponent's defenses.

Prerequisites: Proficiency with a bludgeoning weapon, Weapon Focus with a bludgeoning weapon, Weapon Mastery (bludgeoning), Weapon Specialization with a bludgeoning weapon, base attack bonus +14.

Benefit: When you use a full attack action while fighting with any bludgeoning weapon, each attack that connects beats down your foe's defenses, granting a cumulative +1 bonus on attack rolls until the end of your current turn.

CUNNING EVASION []

When an area attack detonates around you, you use the chaos and Hash of energy to duck out of sight.

Prerequisites: Hide 9 ranks, evasion.

Benefit: If you are caught within an area attack whose damage you avoid completely due to your evasion or improved evasion ability, you can make a combined Hide check and a 5-foot step its an immediate action.

You can attempt this check only if there is cover suitable for a Hide check, and you can take your 5-foot step into cover before making your Hide attempt.

Special: If you have the hide in plain sight class feature, you do not need cover near you to attempt the Hide check allowed by this feat.

DAMPEN SPELL []

From the lowliest prestidigitator to the most august hierophant, spellcasters both arcane and divine recognize the power of counterspelling.

You are no exception.

You have learned to channel energy into a foe's spell to weaken its effects.

Although you fail to nullify the spell, you render it much easier to resist.

Prerequisite: Improved Counterspell.

Benefit: You can use an immediate action to attempt to dampen an enemy's spell.

As with counterspelling you must identify the target spell as it is being cast.

If you successfully identify it, you can expend any spell or spell slot to dampen your opponent's incantation.

Because of your hasty, immediate casting, you do not fully counter the target spell.

Instead, you subtract the level of the spell or spell slot you expend from the save DC of your opponent's spell.

DEADEYESHOT []

You carefully line up a ranged attack, timing it precisely so that you hit your opponent when his guard is down.

When your target is busy dealing with an ally's melee attack, you strike.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +4, skirmish or sneak attack ability.

Benefit: By firing just as your ally connects with a blow, you take advantage of the distraction to strike the same enemy when his guard is ruined.

If you ready a ranged attack to occur when an ally strikes a particular target, and your ally succeeds, that target loses his Dexterity bonus to AC against your attack.

Special: A fighter can select Deadeye Shot as one of his fighter bonus feats.

DEFENSIVE SWEEP []

You sweep your weapon through the area you threaten, warding away opponents and forcing them to move away or suffer a fearsome blow.

Prerequisite: Base attack bonus + 15.

Benefit: If an opponent begins his action adjacent to you and does not move, he provokes an attack of opportunity from you immediately after his turn ends, provided that you threaten the square that he occupies.

Any sort of movement, including a 5-foot step, allows the opponent to avoid provoking this special at lack of opportunity.

This feat does not give you any ability to make additional attacks of opportunity in a given round.

Special: A fighter can select Defensive Sweep as one of his fighter bonus feats.

DRIVING ATTACK []

When you strike an opponent with a piercing weapon, the brutal impact of your strike sends him sprawling.

Prerequisites: Proficiency with selected piercing weapon.

Weapon Focus with selected piercing weapon, Weapon Mastery (piercing), Weapon Specialization with selected piercing weapon, base attack bonus +14.

Benefit: If you use a full-round action to make a single melee attack with any piercing weapon and succeed in hitting, you can initiate a special bull rush attempt against the target.

This bull rush uses your total bonus on damage rolls in place of your Strength modifier.

You do not provoke an attack of opportunity with this bull rush, and you cannot move forward with your opponent. If you succeed in pushing an opponent back 10 feet or more, you can reduce the distance you push him by 10 feet. In return, your foe falls prone in the square where he ends his movement.

Note that by reducing the distance you push your opponent, you can have him fall prone in his current space.

ELVEN SPELL LORE []

You have studied the mighty arcane traditions of the elves, granting you insight into the intricate workings of magic and the theoretical structures behind spells.

Prerequisites: Int 17 or elf, Knowledge (arcane) 12 ranks.

Benefit: Your understanding of the elven secrets of magic grants you two benefits.

When you cast *dispel magic* or *greater dispel magic*, you gain a +2 bonus on your caster level check. Your understanding of magic allows you to more easily unravel the power that sustains a foe's spell.

In addition, your knowledge of magic grants you rare insights into forgotten spell lore.

Choose a single spell in your spellbook when you take this feat.

When preparing that spell, you can alter the type of damage it deals to a single type of your choice.

You must make this choice when preparing the spell (those who do not prepare spells cannot benefit from this aspect of the feat).

You can prepare the spell multiple times, selecting the same or a different energy type for it with each preparation.

You can gain this feat multiple times.

The easier level bonus does not slack, and each time you take the feat, a different spell must be chosen.

FADE INTO VIOLENCE []

While the chaos of battle swirls around you, you rely on your ability to slip into the background to avoid your enemy's notice.

Your frightened demeanor and pitiable appearance causes your opponents to seek out other targets.

Prerequisites: Bluff 6 ranks, Hide 6 ranks.

Benefit: When you wear no armor or light armor and carry nothing in your hands, your opponents might assume that you are an ineffectual fighter.

As an immediate action, choose a single target for this feat.

If that opponent threatens both you and one of your allies, that foe strikes your ally rather than you unless he succeeds on a Sense Motive check opposed by your Bluff check.

If your foe is larger than you, you gain a +4 bonus on your Bluff check.

You lose this benefit if you attack any opponent or target an opponent with a spell.

This benefit does not apply to ranged attacks or attacks of opportunity that you provoke.

Once you choose a target for this feat, you cannot switch to a new target for the rest of the encounter.

FIERY FIST []

By channeling your *ki* energy, you sheathe your limbs in magical fire.

Your unarmed strikes deal extra fire damage.

Prerequisites: Hex 13.

Wis 13.

Improved Unarmed Strike, Stunning Fist, base attack bonus +8.

Benefit: As a swift action, you can expend one of your uses of the Stunning Fist feat to surround your fists and feet in flame.

For the rest of your turn, you gain an extra 1d6 points of fire damage on your unarmed strikes.

When you select this feat, you gain an additional daily use of Stunning Fist.

Special: A fighter can select Fiery Fist as one of his fighter bonus feats.

A monk with the Stunning Fist feat can select Fiery Fist as her bonus feat at 2nd level, even if she does not meet the other prerequisites.

FIERY KI DEFENSE []

You channel your *ki* energy into a cloak of flame that injures all who attempt to strike you.

Prerequisites: Dex 13, Wis 15.

Fiery Fist, Improved Unarmed Strike.

Stunning Fist, base attack bonus +8.

Benefit: As a swift action, you can expend one of your uses of the Stunning Fist feat to cloak yourself in flame.

Any creature that strikes you with a melee attack takes 1d6 points of fire damage.

This benefit lasts until the start of your next turn.

Special: A fighter can select Fiery Ki Defense as one of his fighter bonus feats.

A monk with the Stunning Fist feat can select Fiery Ki Defense as her bonus feat at 8th level, as long as she also possesses the Fiery Fist feat (other prerequisites can be ignored).

FLAY []

When fighting unarmored opponents, you excel at twisting your weapon just before impact.

This motion rips and tears at your foe's flesh, causing intense pain.

This attack is wholly ineffective against armored foes, but it tears through natural defenses.

Prerequisites: Str 13, Power Attack.

Benefit: When you use your Power Attack feat with a slashing or piercing weapon against a foe who lacks an armor bonus to AC, you inflict horrid pain on your target.

If your attack hits, your opponent must make a Fortitude save (DC 10 + your damage bonus from Power Attack on the strike).

If this save fails, he takes a –2 penalty on attacks for 1 round.

You can use this feat once per round against a given target.

Special: A fighter can select Flay as one of his fighter bonus feats.

GRENADIER []

You are skilled in using grenade-like weapons.

You excel at tossing them to just the right spot to maximize the amount of damage they cause as they burst open upon the battlefield.

Benefit: You are an expert with splash weapons and all manner of incendiary mixtures.

You gain a +1 bonus on attack rolls with splash weapons and a +1 bonus on the weapon's damage (including splash damage).

Special: A fighter can select Grenadier as one of his fighter bonus feats.

HINDERING OPPORTUNIST []

When you have a chance to strike a distracted foe, you instead use that opportunity to aid or protect an ally against him.

Prerequisites: Combat Reflexes, base attack bonus +3.

Benefit: Whenever an opponent provokes an attack of opportunity from you, you can choose to replace that attack with an aid another action targeting that opponent.

INTIMIDATING STRIKE []

You make a display of your combat prowess designed to strike terror in your foe.

Your stance, attack method, and demeanor demonstrate to your foe that you are capable of defeating him with little effort.

Your intent is clear—if you decide to hit your foe, you could easily slay him.

Prerequisites: Intimidate 4 ranks.

Benefit: As a standard action, you make a single melee attack against your foe.

You subtract a number from this attack equal to or less than your base attack bonus.

If your attack hits, you can make an Intimidate check against the foe you struck, with a bonus equal to the number you subtracted from your attack roll.

If this check succeeds, your opponent is shaken for the rest of the encounter.

You cannot use this feat to worsen an opponent's fear condition beyond shaken.

Special: A fighter can select Intimidating Strike as one of his fighter bonus feats.

INDOMITABLE SOUL []

Your physical toughness translates into greater mental resiliency.

Where others cave in to magical effects that alter their minds, you stand resolute.

Prerequisites: Endurance, Iron Will.

Benefit: Whenever you make a Will save against a mind-affecting or fear ability, you can roll 2d20 and use the higher of the two die rolls.

KEEN-EARED SCOUT []

Your sharp sense of hearing allows you to determine much more about your surroundings.

Prerequisites: Listen 6 ranks, Alertness or Skill focus (Listen).

Benefit: When you make a Listen check, you might learn more than normal about a source of noise.

If you beat the Listen DC by 5 or more, you determine the size, speed, and direction of the source of noise. If you beat the DC by 10 or more, you determine the precise, current position of the creature or object that caused the sound.

If you beat the DC by 15 or more, you determine the type of armor the creature wears and what it carries, if anything.

If you beat the DC by 20 or more, you learn the creature's type and subtypes.

The information you learn is cumulative.

For example, if you got a Listen check result of 35 against a DC of 23, you gain the information for beating the check by 10 and by 5.

These benefits apply to both standard and opposed Listen checks.

Also, you gain a +5 bonus on Listen checks to pinpoint invisible creatures.

KI BLAST []

You focus your *ki* into a ball of energy that you can hurl at an opponent.

Prerequisites: Dex 13, Wis 13, Fiery Fist, Improved Unarmed Strike, Stunning Fist, base attack bonus +8.

Benefit: You can expend two daily uses of your Stunning Fist feat as a move action to create an orb of raw *ki* energy. You can then throw the seething orb as a standard action with a range of 60 feet.

This ranged touch attack deals damage equal to 3d6 points + your Wis modifier.

The *ki* orb is a force effect.

If you fail to throw the orb before the end of your turn, it dissipates harmlessly.

When you take this feat, you gain an additional daily use of Stunning Fist.

Special: A fighter can select Ki Blast as one of his fighter bonus feats.

A monk with the Stunning Fist feat can select Ki Blast as her bonus feat at 8th level, as long as she possesses the Fiery Fist feat and a base attack bonus of +6 (other prerequisites can be ignored).

LEAP OF THE HEAVENS []

Your excellent athletic ability and superior conditioning allow you to make near-superhuman leaps.

Prerequisite: Jump 4 ranks.

Benefit: When making a Jump check, the DC for the check doesn't double if you fail to move 20 feet in a straight line prior to jumping, if you do move 20 feet in a straight line before attempting a jump, you gain a +5 competence bonus on your check.

Normal: All Jump checks require a 20-foot running start to avoid doubling the DC of the check.

LUNGING STRIKE []

You make a single attack against a foe who stands just beyond your reach.

Prerequisite: Base attack bonus +6.

Benefit: As a full-round action, you can make a single strike with a 5-foot bonus to your attack's reach.

This benefit applies to both armed and unarmed attacks, including touch attacks made to deliver spells.

Special: A fighter can select Lunging Strike as one of his fighter bonus feats.

LURKING FAMILIAR []

Your familiar hides within the folds of your robe or takes cover behind you as your opponents close in.

When it moves to attack, its sudden appearance might catch your foe by surprise.

Prerequisites: Combat Familiar, arcane caster level 6th, familiar.

Benefit: If your familiar occupies your square, it gains cover against all attacks.

As a consequence, it can make a Hide check to avoid your foe's notice.

If your familiar then leaves your space to attack an opponent, it gains the normal benefit for attacking from a hidden position.

MAD FOAM RAGER []

You fight with the rage that only a rabid badger or a beer-addled dwarf can bring to bear.

In combat, you shrug off attacks and continue fighting even in the face of horrific injuries and effects.

Prerequisite: Rage or frenzy ability.

Benefit: When fighting, you can endure tremendous blows with little visible effect.

As an immediate action, you can choose to delay the effect of a single attack, spell, or ability used against you.

The damage or effect does not take hold until the end of your next turn.

You can only use this ability while under the effect of your rage or frenzy ability.

You can activate it once every time you use your rage or frenzy ability.

MASTER MANIPULATOR []

Your words are your weapons.

You confuse others with your words, luring them into giving up vital secrets and leaving them dumbfounded with your carefully constructed, conversational static.

Prerequisites: Cha 13, Diplomacy 9 ranks.

Benefit: This feat grants two new uses for the Diplomacy skill.

You must share a language with a creature to use these options against it.

Neither ability functions during combat.

Captivating Speech: You can distract a creature with your compelling delivery and witticisms.

With a successful Diplomacy check opposed by the target's own Diplomacy check or Will save, you can impose a -4 penalty on the target's Listen.

Sense Motive, and Spot checks so long as you continue speaking.

You can affect a number of targets equal to 1 + your Cha bonus (if any) as long as they are all Within 20 feet.

Trap of Words: If a creature attempts and fails to successfully to use Bluff to lie to you, you skillfully maneuver the conversation to confuse the target or trick him into letting slip a vital clue.

After succeeding on your Sense Motive check, you can then engage the target in conversation for at least 1 minute. At the end of this time, make a Diplomacy check opposed by the target's Bluff check.

If you succeed, the target inadvertently reveals his lie and the reason behind it.

MELEE EVASION []

Your speed, agility, and talent for intelligent fighting allow you to avoid your opponent's blows.

You take careful stock of an opponent and slip away from his sword blow just as he commits to the attack.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge.

Benefit: While fighting defensively, you can attempt to negate a single attack made by the target of your Dodge feat.

If this opponent attacks you, use an immediate action to make a d20 roll modified by your highest base attack bonus. The result is used as your normal AC and touch AC against that single, specific attack from your opponent.

You cannot use this feat if your Dexterity bonus to AC does not apply against your opponent's attack.

Special: A fighter can select Melee Evasion as one of his fighter bonus feats.

MELEE WEAPON MASTERY []

You have mastered a wide range of weapons.

Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon.

Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing.

You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage.

When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once.

Each time, you can select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

OVERWHELMING ASSAULT []

If you attack a foe who does nothing to turn aside your attack, you press forward with an indomitable strike.

Only a fool ignores the deadly threat you present.

Prerequisite: Base attack bonus +15.

Benefit: As a free action, designate one specific foe as the target of this feat.

If this foe begins his turn adjacent to you, ends his turn still adjacent to you, and does not attack you, target you with a spell, or use a special ability against you, you gain a +4 bonus on melee attack rolls against him on your next turn.

PENETRATING SHOT []

You send a powerful shot cleaving through your enemies.

Prerequisites: Str 15, Point Blank Shot, base attack bonus +10.

Benefit: When you make a ranged attack with a projectile weapon (such as a bow, crossbow, or sling), you can instead choose to unleash a single, mighty attack that blasts through multiple opponents.

This attack requires a standard action, and your shot takes the form of a 60-foot line. Make a separate attack roll against each creature in the line.

If struck, creatures along this line take damage from your shot, though any extra damage (such as from a sneak attack or a flaming weapon) is applied only against the first creature struck.

Special: A fighter can select Penetrating Shot as one of his fighter bonus feats.

RANGED WEAPON MASTERY []

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon. Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +3.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing.

You must have Weapon Focus and Weapon Specialization with a ranged weapon that deals this type of damage. When using any ranged weapon that has the damage type you selected, you gain a +2 bonus on attacks and a +2 bonus on damage.

In addition, you increase its range increment by 20 feet.

Special: You can select this feat more than once.

Each time you can select a new damage type.

A fighter can choose Ranged Weapon Mastery as one of his fighter bonus feats.

RAPID BLITZ []

You charge across the battlefield, combining your speed and fighting ability to move and attack with unmatched skill.

Prerequisites: Dex 13, Bounding Assault, Dodge, Mobility, Spring Attack, base attack bonus +18.

Benefit: You can designate a third target for your Spring Attack feat.

In addition to the second attack you gain from your Bounding Assault feat, you can make a third attack with a –10 penalty.

ROBILAR'S GAMBIT []

By offering Robilar's Gambit, you absorb damage to place yourself in an advantageous position.

This dangerous sacrifice is not for the unfit or the unwise, for one failed retaliatory strike can undo the advantage gained.

Lord Robilar, a rash and impetuous fighter, gained fame using this technique against his enemies.

Prerequisites: Combat Reflexes, base attack bonus +12.

Benefit: At the start of your action, you can adopt a fighting stance that exposes you to harm but allows you to take advantage of your opponents' exposed defenses as they reach in to attack you.

Anyone who strikes at you gains a +4 bonus on attack rolls and damage rolls against you.

In return, they provoke attacks of opportunity from you each time they swing.

Resolve your attack of opportunity after your foe's attack.

Normal: Opponents do not provoke attacks of opportunity by attacking.

Further, when an opponent provokes an attack of opportunity, you resolve your attack before he completes the action that provoked the attack of opportunity.

Special: A fighter can select Robilar's Gambit as one of his fighter bonus feats.

SHIELD SLING []

You can hurl your shield as a deadly missile, turning it from a defensive item to a crushing, thrown weapon.

Prerequisites: Proficiency with shields, Improved Shield Bash, Shield Specialization, base attack bonus +9.

Benefit: You can wield your light shield or heavy shield as a thrown weapon with a range increment of 20 feet. The shield deals damage as normal for its size (see Table 7–5, PH 116), and you gain your Strength bonus on damage as normal for a thrown weapon.

In addition, you can make a ranged touch attack to initiate a trip attempt.

Your target resists the trip attempt as normal.

You lose your size bonus (though not a size penalty) on your Strength check.

If your foe's check succeeds, he cannot attempt to trip you.

You cannot throw a tower shield.

You can throw a buckler, but it does no damage, and you cannot use it to trip an opponent.

Special: A fighter can select Shield Sling as one of his fighter bonus feats.

SHIELD SPECIALIZATION []

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisite: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy, or light.

When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once, each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

SHIELD WARD []

You use your shield like a wall of steel and wood.

When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

SHORT HAFT []

You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them while they shield you, and sometimes shielding them while they attack from behind you.

Prerequisites: Proficiency with a reach weapon, Weapon Focus with a reach weapon, base attack bonus +3.

Benefit: As a swift action, you can choose to lose the benefit of wielding any reach weapon other than a spiked chain or a whip.

In return, you can use that weapon to threaten and attack spaces adjacent to you.

With another swift action, you can give up this feat's benefit in order to regain the use of your weapon's superior reach.

Special: A fighter can select Short Haft as one of his fighter bonus feats.

SLASHING FLURRY []

You swing your weapon with uncanny speed, slicing apart a foe in the blink of an eye.

Prerequisites: Proficiency with selected slashing weapon, Weapon Focus with selected slashing weapon, Weapon Mastery (slashing), Weapon Specialization with selected slashing weapon, base attack bonus +14.

Benefit: When you use a standard action to attack with any slashing weapon, you can choose to make a second attack with that weapon.

You take a –5 penalty on the first attack, and a –10 penalty on the second.

When you use a full attack action with any slashing weapon, you gain one additional attack at your highest base attack bonus.

That attack and all other attacks you make in the current round take a –5 penalty.

SPECTRAL SKIRMISHER []

You have trained extensively in the use of magic that renders you invisible.

In combat, you use this experience to vex your opponents and increase your survivability.

Prerequisite: Base attack bonus +6.

Benefit: While you are invisible, you gain additional benefits.

Creatures unable to see you due to invisibility take a –5 penalty on all Listen checks to detect you.

A creature using a melee attack against the square you occupy provokes an attack of opportunity from you.

You must choose to make this attack before checking to see if the creature finds you.

If you attack and hit, the creature automatically finds you in your square.

See page 152 of the *Player's Handbook* and page 295 of the *Dungeon Master's Guide* for the effects of invisibility on combat.

Special: A fighter can select Spectral Skirmisher as one of his fighter bonus feats.

SPELL-LINKED FAMILIAR []

You and your familiar can share spell energy, allowing your familiar to cast a limited number of spells each day.

Prerequisites: Arcane caster level 9th, familiar.

Benefit: Your familiar can cast spells that you grant to it.

A familiar gains spells based on your arcane caster level, and any spells granted to your familiar are subtracted from your daily allotment.

The maximum number of spells of a certain level that you can grant to your familiar is given on the table below.

For example, as a 16th-level arcane caster, you can grant your familiar as many as three 0-level spells, two 1st-level spells, and one 2nd-level spell.

Caster Level	Spell Level		
	0	1st	2nd
9th–11th	1	—	—
12th–14th	2	1	—
15th–17th	3	2	1
18th–20th	4	3	2

The familiar uses 1/2 your caster level as its caster level.

It cannot cast spells that have a gp or XP cost, or that require a focus.

A familiar does not need somatic, material, or verbal components to cast a spell that was granted to it by this feat.

STALWART DEFENSE []

You excel at aiding your allies in battle.

When an opponent attempts to strike one of them, you make a quick, distracting motion to ruin the foe's efforts.

Prerequisites: Combat Reflexes, Hindering Opportunist, base attack bonus +9.

Benefit: When an opponent you threaten attempts a melee attack against one of your allies, you can give up one of your attacks of opportunity to attempt an aid another action.

You target the attacking opponent with the aid another.

The target of your foe's attack gains the benefit of your action in the form of a +2 bonus to AC against the attempted attack.

You cannot use this feat against the same opponent more than once per round.

STEADFAST DETERMINATION []

Your physical durability allows you to shrug off attacks that would cripple a lesser person.

Rather than depend on agility or willpower, you use your raw toughness to survive.

Prerequisites: Endurance.

Benefit: You can use your Constitution modifier in place of your Wisdom modifier on Will saves.

You do not automatically fail Fortitude saves on a roll of natural 1.

TELLING BLOW []

When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.

Prerequisite: Skirmish or sneak attack ability.

Benefit: When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit.

Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage.

This benefit affects both melee and ranged attacks.

TROPHY COLLECTOR []

A belt of minotaur fur, a hood of cloaker wing-skin, and an amulet fashioned from a petrified dragon's eye—these are the intimidating symbols of your trade.

You are skilled in preserving portions of defeated enemies and turning them into trophies.

The memory of your past accomplishments drives you onward, instilling in you the confidence needed to face still greater foes.

Prerequisite: Craft (taxidermy) 6 ranks.

Benefit: When you defeat a foe in combat, you can preserve a part of its body and create a trophy that you can wear or brandish.

In order to be worthy of your efforts, the opponent must have a CR greater than your current level.

A trophy has a value equal to the defeated creature's CR \times 100 gp.

You must spend time using the Craft (taxidermy) skill to create the trophy as normal.

Once you create a trophy, you can sell it for its market price or wear it.

When you create a trophy, you must design it to occupy space on your body as one of these kinds of magic items: amulet, bell, boors, or cloak.

You cannot gain the benefit of both a magic item and a trophy if both occupy the same space on your body; in such a case, the object you donned last becomes functional and the other object does not work.

While wearing a trophy, you gain a +2 bonus on Intimidate checks per trophy against creatures of the same type as the trophy, except for outsiders and humanoids.

In these two cases, the target must share the same subtype as the creature from which you crafted the trophy.

You take a -4 penalty on Diplomacy checks against creatures of the same type or subtype as one or more of your worn trophies.

For each trophy you wear, you gain a +1 bonus on saves against fear effects.

Once per day, you gain a morale bonus on a single Will save equal to the number of trophies you wear.

In this case, you draw upon the memories of past victories to strengthen your resolve.

If you choose to take this morale bonus on a save against a fear effect, it stacks with the usual +1 bonus on saves per trophy worn.

Special: You can only craft trophies from corporeal creatures that you actively helped defeat.

You cannot craft trophies from oozes.

TUMBLING FEINT []

When you move near an opponent, your acrobatic maneuvers leave him confused and unable to properly defend himself.

Prerequisites: Bluff 4 ranks, Tumble 4 ranks.

Benefit: As a swift action at the start of your turn, you designate a single opponent as the target of this feat.

If you successfully use your Tumble skill to avoid provoking an attack of opportunity from that opponent, you gain a +5 bonus on your next Bluff check to feint against him.

You must use this benefit on or before your next turn.

For example, Lidda designates a nearby ogre as the target of this feat.

She tumbles into the ogre's threatened area and continues to tumble past the creature, moving to a square from which she plans to make a melee attack against the ogre.

Lidda succeeds on her Tumble check to avoid provoking an attack of opportunity from the ogre, and she moves into her destination square.

She can now use a standard action to feint the ogre, applying the benefit of this feat on her Bluff check, or she can take any other sort of standard action, including making a normal melee attack against the ogre.

If she chooses not to feint immediately, she can wait until her next turn and still gain this feat's benefit.

Special: A fighter can select Tumbling Feint as one of his fighter bonus feats.

TWO-WEAPON POUNCE []

When you charge an opponent while wielding two weapons, you can make two quick attacks.

You trade the momentum and power of the charge for the opportunity to use your second weapon.

Prerequisites: Dex 15, Two-Weapon Fighting, base attack bonus +6.

Benefit: When you are making a charge and wielding weapons in both hands, you can attack with both of your weapons.

If you do so, you lose the bonus on attack rolls normally granted by a charge.

The -2 penalty to AC from charging still applies.

Normal: When making a charge, you get a single attack at the end of your movement.

Special: A fighter can select Two-Weapon Pounce as one of his fighter bonus feats.

A ranger who has chosen the two-weapon combat style can select Two-Weapon Pounce as long as he has a base attack bonus of +6 and is wearing light armor or no armor.

TWO-WEAPON REND []

You wield two weapons with an artisan's precision.

Each strike builds on the next, allowing you to deal more damage.

Prerequisites: Dex 15.

Two-Weapon Fighting, base attack bonus +11.

Benefit: If you successfully hit an opponent with both of the weapons you wield, you deal extra damage equal to $1d6 + 1-1/2$ times your Strength bonus.

This extra damage is treated as the same type that your off-hand weapon deals normally for the purpose of overcoming damage reduction and other effects related to damage type. You can gain this extra damage once per round against a given opponent.

Special: A fighter can select Two-Weapon Rend as one of his fighter bonus feats.

A ranger who has chosen the two-weapon combat style can select Two-Weapon Rend as long as he has a base attack bonus of +11 and is wearing light armor or no armor.

VATIC GAZE []

Your arcane studies have brought forth your nascent talent to sense magical auras and the power that others are capable of wielding.

Prerequisite: Arcane caster level 9th.

Benefit: You can use *detect magic* at will.

Also, as a swift action, you can attempt to determine an opponent's spellcasting ability.

You make a Sense Motive check (DC 5 + target's caster level).

If this check succeeds, you learn the highest-level spells the target is capable of casting.

This benefit grants you no insight into spell-like or supernatural abilities.

VERSATILE UNARMED STRIKE []

You employ a variety of unarmed fighting styles, allowing you to alter the type of damage your attacks deal.

Prerequisite: Improved Unarmed Strike.

Benefit: As a swift action, you can opt for your unarmed strikes to deal your choice of bludgeoning, piercing, or slashing damage.

Once you make this choice, your unarmed strikes continue to deal the chosen damage type until you use another swift action to change it.

Special: A fighter can select Versatile Unarmed Strike as one of his fighter bonus feats.

VEXING FLANKER []

You excel at picking apart an opponent's defenses when your allies also threaten him.

Prerequisite: Combat Reflexes.

Benefit: You gain a +4 bonus on your attack rolls when flanking.

Normal: Flanking grants a +2 bonus on attack rolls.

Special: A fighter can select Vexing Flanker as one of his fighter bonus feats.

WANDERER'S DIPLOMACY []

Many halflings journey far and wide across the world, spending no more than a few months in one place.

You have spent time among the halflings, or you are a halfling yourself.

Your exposure to that race's nomadic way of life has taught you several Useful methods of dealing with strangers.

Prerequisites: Halfling or 4 ranks in Bluff, Diplomacy, and Sense Motive.

Benefit: You excel in using your words and wit to make your way in the world.

This feat grants you three separate abilities.

Canny Merchant: You can make a Diplomacy check to track down an item that is normally too expensive to be purchased in the town or settlement where you are currently located.

The DC of this check is 10-(the item's gp cost minus the community's gp limit, divided by 1,000).

If this check succeeds, you learn of a merchant who can supply the item to you.

You must still purchase it as normal.

Intuitive Communication: When you are faced with a creature whose language you do not understand, you can attempt to communicate with it by making a successful Sense Motive check.

This check requires that you spend at least 1 minute listening to the creature and watching its gestures and demeanor.

The check's base DC is 20.

If the creature is not the same type as you, the DC is 30.

With a successful check, you learn the basic gist of the creature's speech.

This ability gives you no special talent to speak the creature's tongue.

Social Agility: You can temporarily alter a creature's attitude toward you.

You can use Bluff against an unfriendly or less hostile creature in the same way you use Diplomacy.

Using Bluff in this manner is a standard action that takes no special penalties.

The target's attitude remains changed for 1 minute.

After this time, it becomes one grade more hostile than where it started for 10 minutes.

WATER SPLITTING STONE []

You channel your *ki* energy to splinter the defenses of creatures whose tough hides or magical natures normally allow them to shrug off your blows.

Prerequisite: Dex 13, Wis 13, Improved Unarmed Strike.

Stunning Fist, base attack bonus +9.

Benefit: You gain a +4 bonus on damage rolls when you make an unarmed strike against an opponent whose damage reduction is effective against your unarmed strikes. This feat's benefit does not apply against a target if its damage reduction does not apply to your attacks.

For example, a monk with *ki* strike (adamantine) does not gain the bonus on damage rolls against a foe with damage reduction that affects attacks with adamantite weapons.

Special: A fighter can select Water Splitting Stone as one of his fighter bonus feats.

A monk with the Stunning Fist feat can select Water Splitting Stone as long as she has a base attack bonus +9 (other prerequisites can be ignored).

WEAPON SUPREMACY []

You are a grandmaster in the use of your chosen weapon. When you hold it in your hands, no foe can stand against you.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Greater Weapon Specialisation with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, Weapon Mastery with damage type of selected weapon, fighter level 18th.

Benefit: When fighting with the weapon that you choose for this feat, you gain a number of additional advantages.

You gain a +4 bonus on all checks made to resist being disarmed.

You can wield your weapon against a foe who grapples you without penalty and without first making a grapple check.

In this situation, you can take a standard action or a full attack action as normal.

When you take a full attack action, you can apply a +5 bonus to any single attack after your first strike.

Once per round before making an attack roll, you can instead choose to treat your d20 result as a 10.

You gain a +1 bonus to AC.

Special: You can choose this feat only once, for a single specific kind of weapon.

The dedication and focus it requires makes it impossible to gain this feat for more than one weapon.

TACTICAL FEATS

BLOOD-SPIKED CHARGER []

You throw yourself into the fray, using your spiked armor and spiked shield to tear your opponents to pieces.

Prerequisites: Str 13, proficiency with spiked armor and spiked shields, Power Attack, Weapon Focus (spiked armor), Weapon Focus (spiked shield), base attack bonus +6.

Benefit: The Blood-Spiked Charger feat grants you access to three special tactical maneuvers.

Spiked Avalanche: When you are using the charge action while wearing spiked armor and carrying either a spiked

shield or nothing in your hands, you throw yourself into the air, transforming yourself into a deadly, spiked projectile.

A successful attack with either your spiked shield or your spiked armor deals extra damage equal to twice your Strength bonus.

You can attack with both your spiked armor and a spiked shield on this charge, each one benefiting from the Strength bonus, but you take the normal penalties for using two weapons.

Spiked Rebuke: When you are fighting defensively and carrying a spiked shield, you lash out at your foes with your shield in response to their attacks.

Determine what your AC would be without your spiked shield and the AC bonus for fighting defensively.

If an opponent's attack hits against this lower AC but misses against your actual AC, the foe strikes your shield, allowing you to deflect his attack in such a way as to leave him vulnerable to your counter.

On your next action, you gain a +2 bonus on attack rolls against your chosen foe with your spiked shield.

Spiked Slam: As a full-round action when you are wielding a spiked shield, you can opt to make only a single attack at your best base attack bonus.

You brace yourself behind your spiked shield, drive yourself forward, and slam into your foe.

You enter your foe's space, which provokes attacks of opportunity.

In return, your attack deals extra damage equal to twice your Strength and an additional amount based on your size (see below).

After making this attack, you stumble back into the square you occupied just before making this attack.

Until the start of your next turn, you do not threaten any squares.

Size	Additional Damage
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	3d6

Special: A fighter can select Blood-Spiked Charger as one of his fighter bonus feats.

COMBAT CLOAK EXPERT []

You are adept at turning your cloak into a vital pan of your combat repertoire.

By twirling it about you, sweeping it over enemies, and using it to conceal your weapon, you can catch an opponent by surprise.

Prerequisites: Dex 15, Int 13, Combat Expertise, Dodge, base attack bonus +6.

Benefit: The Combat Cloak Expert feat grants you access to three special tactical maneuvers.

You must wear a cloak in order to utilize them.

Cloak Defense: While you are fighting defensively, you can use your cloak to confuse your foes.

You hold it before your chest like a curtain, making it difficult for enemies to read your defensive moves.

Your cloak grants you a +1 shield bonus to AC.

If you use the total defense action, your cloak's shield bonus improves to +2.

(Shield bonuses do not stack, making it likely that this maneuver is a poor option if you already carry a shield).

Cloaked Strike: You can use your cloak to hide a light weapon.

To utilize this maneuver, on the first round you must move adjacent to an opponent while you do not have a weapon in either hand.

On the second round, you make a Bluff check opposed by your foe's Sense Motive check as you use a move action to draw your weapon.

If this check succeeds, your opponent loses either his Dexterity bonus to AC or his shield bonus to AC (your choice) until the end of your current turn.

Whirling Cloak: You can attempt to use your cloak to confuse your opponent.

As a move action after successfully striking an opponent in melee, make a melee touch attack against that foe.

If this attack hits, you whirl your cloak around him, temporarily ruining his defenses.

Your opponent cannot make attacks of opportunity against a particular ally of your choice until the start of his next turn.

Special: A fighter can select Combat Cloak Expert as one of his fighter bonus feats.

COMBAT PANACHE []

Your glowing personality and sharp performance abilities allow you to navigate the battlefield on sheerchutzpah alone.

While others rely on swords and armor, you use your cutting wit and ability to manipulate others.

Prerequisites: Bluff 8 ranks, Intimidate 8 ranks, Perform 8 ranks.

Benefit: The Combat Panache feat grants you access to three special tactical maneuvers.

Fortuitous Tumble: For a brief moment, you appear to let your guard down.

As your foe swings at you, you slip out of the way, causing his attack to slam into one of his allies.

By positioning yourself correctly and making yourself an appealing target, you dupe your foe into making a critical blunder.

To use this maneuver, you must be successfully attacked by a foe.

On your next turn, you can take a move action to make a Bluff check opposed by his Sense Motive check.

If you succeed on the check, you can take an immediate action at the start of your foe's next turn and designate a different larger for your opponent's next melee attack (which must be a creature it threatens).

Play Dead: You crumple to the ground as if slain, luring your opponent into a false sense of security.

As an immediate action after you are hit for at least 10 points of damage by a single attack, you can attempt to play dead.

You drop prone and make a Bluff check opposed by your attacker's (or any other relevant observer's) Sense Motive check.

If you succeed on this check, the observer assumes you are dead.

If you subsequently rise and attack him in the same round, he loses any attack of opportunity he might have been entitled to against you, and he loses his Dexterity bonus to AC against the first attack that you make.

You can use this ability once per encounter.

Standing up after playing dead does not provoke attacks of opportunity.

Sneering Glower: With just the right mix of your intimidating presence and your martial talents, you strike such fear into your target that he has difficulty fighting you effectively.

On your next turn after you deal at least 1 point of damage to your opponent, you can make an Intimidate check against him as a move action.

If you succeed on this check, your foe takes a penalty on his attack rolls against you equal to your Charisma bonus.

You can gain this benefit against only one foe at a time; it lasts for the duration of the encounter or until you switch targets.

If you designate a new target for this ability (by attempting a new Intimidate check against a different creature), the previous target no longer takes the penalty on his attack rolls against you.

Opponents that are immune to the effects of the Intimidate skill, such as mindless creatures and those with immunity to fear, are immune to this maneuver.

Special: A fighter can select Combat Panache as one of his fighter bonus feats.

EINHANDER []

You excel at wielding a one-handed weapon while carrying nothing in your offhand.

Prerequisites: Tumble 6 ranks, base attack bonus +6.

Benefit: If you are fighting with a one-handed weapon or a light weapon and carrying nothing in your offhand, the Einhandler feat grants you access to three special tactical maneuvers.

Narrow Profile: You can tuck your arm behind your back and offer a narrow profile when you concentrate on defense rather than offense.

You gain an additional +2 dodge bonus to AC when fighting defensively or using the total defense action.

Off-Hand Balance: You use your off hand to balance yourself while performing acrobatic maneuvers.

After you successfully strike an opponent, you gain a +2 bonus on Tumble checks to avoid his attacks of opportunity until the start of your next turn.

When you flip and roll out of harm's way, you use one hand to keep your balance and your other hand to keep your weapon trained on your foe.

Off-Hand Swap: With a flourish, you flip your weapon into the air, catch it in your offhand, and continue to press the attack.

When you use this maneuver, you must first take a full attack action to strike an opponent at least twice.

On your next turn, you can make a special feint as a free action, using Sleight of Hand rather than Bluff.

Your opponent uses the standard rules for resisting a feint. Once you use this maneuver against a particular opponent, whether it succeeds or fails, you cannot use it against him again.

Special: A fighter can select Einhandler as one of his fighter bonus feats.

MAD ALCHEMIST []

You are an expert at using alchemical items.

Through expert meditation, research, and your careful study of the art of alchemy, you have learned to make the most of items such as alchemist's fire.

Prerequisites: Craft (alchemy) 6 ranks, Grenadier.

Benefit: The Mad Alchemist feat grants you access to three special tactical maneuvers.

Distracting Blast: If you ready an action to throw a thunderstone at the square an opponent occupies, you can disrupt his actions.

The sudden bang from the stone's detonation ruins your foe's concentration, possibly spoiling his attack or his attempt to cast a spell.

If the target of this blast was casting a spell when you threw the thunderstone, he must make a Concentration check opposed by your Craft (alchemy) check.

If you succeed on this check, his spell is ruined.

If the target was not casting a spell, he must make a Will save opposed by your Craft (alchemy) check or take a -2 penalty on attack rolls, checks, and saves until the beginning of your next turn.

Fiery Blaze: To use this maneuver, you must first strike a creature with a container of lantern oil or alchemist's fire.

On your next turn, you must strike the creature with a spell or weapon attack that deals fire damage.

If you do so, the creature takes an extra 1d6 points of fire damage and catches on fire if it is not already in flames.

Tanglefoot Defense: By tearing open a tanglefoot bag and spreading its contents across an area, you can create a vexing barrier that hinders an opponent's approach.

As a standard action, you can Transform a single square of clear term in into difficult terrain through the use of a tanglefoot bag.

This effect persists for 10 minutes before the tanglefoot bag loses its potency.

SHADOW STRIKER []

You melt into the shadows, hiding from your enemies until the time is right.

Your cunning, guile, and stealth allow you to pick the most opportune moment to strike.

Prerequisites: Hide 12 ranks, Move Silently 12 ranks.

Benefit: The Shadow Striker feat grants you access to three special tactical maneuvers.

Evade Notice: If both you and an ally threaten an opponent, you can attempt to slip beneath your opponent's notice.

On your turn, if you take no hostile actions, such as attacking, casting an offensive spell, and so forth, you can make a Hide check opposed by the threatened foe's Spot check, if you succeed on this check, your foe cannot attack you on his next turn as long as he threatens another active opponent.

If you attack your foe for any reason before or during his next turn, you lose this maneuver's benefit.

Fade Away: To use this maneuver, you must first attack an opponent as a standard action, then move away and attempt a Hide check as part of your move action for the turn.

If your attack hits, it creates a momentary diversion, granting you a +5 bonus on this Hide check.

Ghost Strike: You use an ally's distraction and your talent to move noiselessly and slip out of your opponent's field of vision for a single, crucial moment.

To use this maneuver, both you and an ally must threaten a single foe.

As a Standard action, you make a Move Silently check opposed by your foe's Listen check.

If you succeed on this check, you gain this maneuver's benefit.

On the next round, your target loses his Dexterity bonus to AC against your first attack of the round so long as your ally still threatens him.

Special: A fighter can select Shadow Striker as one of his fighter bonus feats.

POWER OF FAERÛN (3.5)

SIDEBAR FEATS

BANE OF INFIDELS []

In a church locked in eternal conflict with followers of another faith, you have learned to fight effectively against the infidels.

You know their ways and how to beat them.

Prerequisite: Worship of a specific deity.

Benefit: You acquire a favored enemy.

This benefit functions like the ranger class feature of the same name, except that the exact type of creature you oppose, usually followers of another deity, is determined by your faith.

See *Player's Guide to Faerûn*, page 50, for a list of appropriate enemies of your deity.

EPIC LEADERSHIP [EPIC]

You attract more powerful cohorts and followers than normally possible.

Prerequisites: Cha 25, Leadership, Leadership Score 25.

Benefit: You attract a cohort and followers as shown on the accompanying table.

Normal: Without this feat, you must use Table 2–25: Leadership (page 106 of the *Dungeon Master's Guide*) to determine your cohort and followers.

TABLE 9–1: Epic Leadership

Leadership Score	Cohort Level	Number of Followers by Level									
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
25	17th	135	13	7	4	2	2	1	—	—	—
26	18th	160	16	8	4	2	2	1	—	—	—
27	18th	190	19	10	5	3	2	1	—	—	—
28	19th	220	22	11	6	3	2	1	—	—	—
29	19th	260	26	13	7	4	2	1	—	—	—
30	20th	300	30	15	8	4	2	1	—	—	—
31	20th	350	35	18	9	5	3	2	1	—	—
32	21st	400	40	20	10	5	3	2	1	—	—
33	21st	460	46	23	12	6	3	2	1	—	—
34	22nd	520	52	26	13	6	3	2	1	—	—
35	22nd	590	59	30	15	8	4	2	1	—	—
36	23rd	660	66	33	17	9	5	3	2	1	—
37	23rd	740	74	37	19	10	5	3	2	1	—
38	24th	820	82	41	21	11	6	3	2	1	—
39	24th	910	91	46	23	12	6	3	2	1	—
40	25th	1,000	100	50	25	13	7	4	2	1	—
per +1	+1/2*	+100**	†	†	†	†	†	†	†	†	†

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier. Outside factors can affect a character's Leadership score, as detailed in Table 2–26: Leadership Modifiers in the *Dungeon Master's Guide*.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. For example, a character with a Leadership score of 31 can lead up to 350 1st-level followers, 35 2nd-level followers, and so on.

*Your maximum cohort level increases by 1 for every 2 points of Leadership above 40.

**Your number of 1st-level followers increases by 100 for every point of Leadership above 40.

†You can command one-tenth as many 2nd-level followers as 1st-level followers. You can command one-half as many 3rd-level followers as 2nd-level followers, one-half as many 4th-level followers as 3rd-level followers, and so on (round fractions up, except any fraction less than 1 rounds to 0). You can't have a follower of higher than 20th level.

TABLE 9-2: DCs FOR ATTRACTING SPECIFIC COHORTS AND FOLLOWERS

You want to attract a cohort or follower ...	Leadership DC
In an organization for which you have the Guildmaster ^{DM2} feat.	10
In an organization for which you have the Favored in Guild ^{DM2} feat.	15
In an organization of which you are a member.	20
In an organization of which you are not a member.	25
Who is hostile or unfriendly.	Impossible*

*It is permitted to try to influence potential cohorts or followers with a successful Diplomacy check before making the Leadership check.

TABLE 9-3: MODIFIERS FOR ATTRACTING COHORTS AND FOLLOWERS

Situation/Condition	Leadership DC Modifier
Specific individual who is helpful	-5
Specific individual who is friendly	-10
Specific individual who is in a position of influence within an organization	+5
Specific individual who is in a position of leadership within an organization	+10
Specific individual you previously lost as a cohort or follower	+5
In the same organization	+0
In an allied organization	+5
In a neutral organization	+10
In a rival organization	+15
In a hostile organization	+20
You are believed to abuse your authority (if you are the long arm of the law)	+5
You are believed to be a coward (if you are a military leader); this modifier can be removed by a public demonstration of valor	+10
You are believed to be a deal-breaker (if you are an economic leader)	+5
You are believed to be a heretic (if you are a spiritual leader); this modifier can be removed by a successful <i>atonement</i>	+10
You are believed to be a traitor to your espoused cause (if you are a temporal leader); this modifier can be removed by a public pardon or declaration of innocence by a recognized court of law	+10
You are believed to be indecisive (if you are a frontier leader)	+5

TABLE 9-4: MODIFIERS FOR LOSING COHORTS AND FOLLOWERS

Situation/Condition	Leadership DC Modifier
Cohort	-5
Abuse of your authority (if you are the long arm of the law)	+5
Cowardly act (if you are military leader)	+5
Breaking a deal (if you are an economic leader)	+5
Act of heresy (if you are a spiritual leader)	+5
Traitorous act (if you are a temporal leader)	+5
Indecision (if you are a frontier leader)	+5

TABLE 9—5: BASE INFLUENCE MODIFIER CALCULATION

Situation/Condition	Base Influence Modifier
Per cohort level	+1
Per follower level	+1
Per follower by proxy (regardless of level)	+1
Per organization with a follower or cohort in a position of influence ¹ within an organization	+5
Per additional follower or cohort in a position of influence ¹ within the same organization	+1
Per organization with a follower or cohort in a position of leadership ² within an organization	+10
Per additional follower or cohort in a position of leadership ² within the same organization	+2
Per organization with a follower by proxy in a position of influence or leadership	+1
Per significant, public victory	+10
Per significant, public defeat	-10

1 "Position of influence" is determined by the DM, but a good example would be a character with the Favored in Guild^{DM1} feat.
 2 "Position of leadership" is determined by the DM, but a good example would be a character with the Guildmaster^{DM2} feat.

HERETIC OF THE FAITH []

You stray significantly from the teachings of your faith.

Prerequisite: Patron deity and either divine spellcasting ability or code of conduct class ability.

Benefit: You can grossly violate your deity's code of conduct, but not your class alignment restriction, without risk of loss of spells or class abilities.

If you are a cleric, your alignment can be two steps away from your respective deity's alignment instead of just one. (In other words, you can violate your deity's alignment restrictions by one extra step).

You can gain levels without atoning (see the *atonement* spell description).

However, you are in no way exempt from excommunication or immune to divine retribution from your deity or his servants.

In fact, your actions invite the highest level of divine scrutiny.

If you have access to domains, you can exchange any one domain you have already selected for another domain outside those normally available to your faith.

The new domain must be consistent with the tenets of your heresy (as adjudicated by the DM).

Likewise, you can exchange your favored weapon and *weapon of the deity* spell effect for another consistent with the tenets of your heresy (as adjudicated by the DM).

Taking this feat automatically prompts a Leadership check.

All cohorts or followers who are members of your faith either agree to the heresy or are lost.

Moreover, upon your death you are judged one of the False (see page 259 of the *FORGOTTEN REALMS Campaign Setting*) unless your deity specifically intervenes on your behalf with Kelemvor.

Without the use of a *miracle* or *wish* spell, this does not happen unless your heresies are adopted by the deity and the faith as a whole.

It is theoretically possible that such intervention could occur long after your death, but such cases are vanishingly rare.

Normal: If you grossly violate your deity's code of conduct, you risk losing spells and class abilities until you atone (see the *atonement* spell description and Sins and Penance, page 232 of the *FORGOTTEN REALMS Campaign Setting*).

INITIATE OF AMAUNATOR [INITIATE]

You have been initiated into the greatest secrets of Amaunator's faith.

Prerequisite: Cleric or paladin 4th, Heretic of the Faith (Risen Sun), Heretic of the Faith (Three-Faced Sun), or Servant of the Fallen (Amaunator).

Benefit: You can spontaneously cast any spell on your spell list that has the fire descriptor. This ability works like spontaneously casting *cure* spells does.

In addition, you can add the following spells to your cleric or paladin spell list:

2nd—*augury*; 3rd—*haste*; 4th—*order's wrath*; 8th—*sunburst*; 9th—*time stop*.

LEADERSHIP FEAT OPTIONS []

The Leader Is ...	Leadership Score Modifier
A commander	+ commander rating
A decorated veteran	+ decoration Bonus

The Leader Is ...	Leadership Score Modifier
Archbishop or Hierophant	+4
Bishop or Speaker	+2
Disciple of Darkness ^{CR}	-2
Favored of the Companions ^{BE}	-2
Heretic of the Faith ¹	-2
Knight of Stars ^{BE}	-2
Miracle worker	+1
Prophet	+1
Relic holder	+1
Saint ^{BE}	+2
Scion of Sorrow ^{CR}	-2
Servant of the Fallen ^{LE}	-4
Servant of the Heavens ^{BE}	-2
Shaper of the divine	+10
Sinner	-1
Speaker of tongues	+1
Thrall to Demon ^{CR}	-2
Prophet of the Divine ²	+2
Voice of the deity	+1

1 New feat described on page 46.
2 New feat described on page 49.

The Leader Is ...	Leadership Score Modifier
The preeminent power within the claimed region	+2
Able to bequeath resources to those who come and work the land	+2
Offering a positive alternative to a disliked aspect of an existing culture	+1
In command of trade links to civilization	+1

The Leader's Community Is ...	Leadership Score Modifier
Self-sufficient in defense	+1
Self-sufficient in basic necessities	+1
Self-sufficient in raw resources	+1
Self-sufficient in crafted goods	+1
Self-sufficient in services	+1
Self-sustaining in population	+1

The Leader Is ...	Leadership Score Modifier
Owner ¹ of a profitable ² business	+1/ 200 gp of average monthly profit
Owner ¹ of additional profitable ² businesses	+1 each
Owner ¹ of unprofitable ² businesses	-2 each
Business Savvy	+1
Favored in Guild	+1
Guildmaster	+1
Member of guild ³	+1
Monopolist ¹	+5
Oligarch ¹	+3

PROPHET OF THE DIVINE []

Your communications with the divine manifest in a public fashion.

Prerequisite: Any initiate feat, ability to speak a divine language (Abyssal, Celestial, Druidic, or Infernal, as appropriate).

Benefit: When you communicate with your deity using spells such as *augury*, *commune*, *commune with nature*, or *divination*, you receive an answer in the form of a loud booming voice accompanied by a visible manifestation of the deity's power, such as a nimbus of colored light in a hue favored by the deity.

In the 3 rounds after such a display, you receive a +4 sacred bonus (or profane bonus, for followers of evil deities) to the DC of compulsion spells, spell-like abilities, and supernatural abilities.

RULERSHIP []

You are a ruler of an economic, frontier, governmental military, religious, transport, or other community.

Prerequisites: Leadership or Epic Leadership, effective Leadership score of 10 or more.

Benefits: You gain a +4 bonus to your base Leadership score.

You gain a +100 bonus to your base Influence modifier.

As a ruler, you have some degree of authority over members of organizations in which you have followers. Once per day you can exchange a follower you gained from your Leadership feat for a different follower from the same organization.

The DM determines the actual pool of followers available to you.

PSIONICS HANDBOOK (3.0)

MAIN SECTION FEATS

BODY FUEL [PSIONIC]

You can expand your power point total at the expense of your health.

Prerequisite: Inner Strength, Talented.

Benefit: You can "burn" ability points as power points on the basis of 1 power point per 2 ability score points burned. Burning ability points for power points is a free action: You could burn more than 2 ability score points to gain several power points per free action.

Treat reduced ability scores as temporary ability damage.

COMBAT MANIFESTATION [PSIONIC]

You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on Concentration checks made to manifest a power while on the defensive (see page 35).

The general feat Combat Casting described in the *Player's Handbook* is essentially the same as Combat Manifestation, and taking either one serves the same purpose, whether for casting spells for manifesting powers (unless your DM uses the Psionics Are Different option described in Chapter 4: Psionics).

CRAFT CRYSTAL CAPACITOR [ITEM CREATION]

You can create psionic crystal capacitors that store power points (see Chapter 7: Psionic Items for rules about crystal capacitors).

Prerequisite: Manifester level 9th+.

Benefit: You can create a *crystal capacitor* that stores a number of power points equal to or less than your base power points for your highest manifester level.

The nature of power point storage, at least in conjunction with this feat, allows a maximum of 17 power points to be stored in a single *crystal capacitor*.

Moreover, a *crystal capacitor's* maximum is always an odd number.

For instance, you'd never find a *crystal capacitor* with a maximum storage capacity of 6 power points (but you would find those that store a maximum of 5 or 7), or one that stores more than 17.

Note that during use, a *crystal capacitor* very often contains even numbers of power points, just not when fully charged. Crafting a *crystal capacitor* takes one day for each 1,000 gp in its base price.

The base price of a *crystal capacitor* is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp.

For example, the highest-level power a *crystal capacitor* that stores 5 power points could be used to manifest is a 3rd-level power: $3 \times 3 \times 1,000 = 9,000$ gp.

To encode a *crystal capacitor*, you must spend $1/25$ of this base price in XP and use up raw materials costing half this base price.

CRAFT DORJE [ITEM CREATION]

You can create slender crystal wands called dorjes than can manifest powers when charges are expended (see Chapter 7: Psionic Items for rules on dorjes).

Prerequisite: Manifester level 5th+.

Benefit: You can create a dorje of any psionic power of 9th level or lower that you know (or can gain access to).

Crafting a dorje takes one day for each 1,000 gp in its base price.

The base price of a dorje is its manifester level \times the power level \times 750 gp (treat 0-level powers as one-half level).

To craft a dorje, you must spend $1/25$ of this base price in XP and use up raw materials costing half of this base price.

A newly created dorje has enough power points to manifest its primary power fifty times.

Any dorje that stores powers with an XP cost also carries a commensurate cost.

In addition to the cost derived from the base cost, you must pay fifty times the XP cost.

CRAFT PSIONIC ARMS AND ARMOR [ITEM CREATION]

You can create psionic weapons, armor, and shields (see Chapter 7: Psionic Items for rules about psionic arms and armor).

Prerequisite: Manifester level 5th+.

Benefit: You can create any psionic weapon, armor, or shield whose prerequisites you meet.

Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features.

To enhance a weapon, suit of armor, or shield, you must spend $1/25$ of its features' total price in XP and use up raw materials costing half of this price.

See Chapter 7: Psionic Items for descriptions of psionic weapons, armor, or shields, the prerequisites associated with each one, and prices of their features.

You can also mend a broken psionic weapon, suit of armor, or shield if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to empower that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that you must provide.

(Its cost is not included in the above cost).

CRAFT UNIVERSAL ITEM [ITEM CREATION]

You can create miscellaneous psionic items, such as *third eyes* or *psychoactive skins* (see Chapter 7: Psionic Items for rules about universal items).

Prerequisite: Manifester level 3rd+.

Benefit: You can create any miscellaneous psionic item whose prerequisites you meet.

Crafting a miscellaneous psionic item takes one day for each 1,000 gp in its price.

To empower a miscellaneous psionic item, the psionic character must spend $1/25$ of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken universal item if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to empower that item in the first place.

Some universal items incur extra costs in materials components or XP as noted in their descriptions.

These costs are in addition to those derived from the item's base price.

You must pay such a cost to create an item or mend a broken one.

DEEP IMPACT [PSIONIC]

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or more.

Benefit: If you pay 5 power points per strike, you can resolve your melee attack with a weapon as a touch attack for purposes of assessing your foe's Armor Class.

You must decide whether or not to pay the cost prior to making the melee attack.

Your weapon remains "charged" for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first.

If your attack misses, the power point expenditure is wasted.

DELAY POWER [METAPSIONIC]

You can manifest powers that trigger a set duration after manifestation.

Benefit: A delayed power doesn't activate until 1 to 5 rounds after you finish manifesting it.

You determine the delay when manifesting the power, and it cannot be changed once set.

The power activates just before your turn on the round you designate.

Only area, personal, and touch powers may be affected by this feat.

Any decisions you would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers.

A delayed power may be negated normally during the delay, and can be detected normally in the area or on the target with powers that can detect psionic effects.

A delayed power costs a number of power points equal to its standard cost + 2.

DISARM MIND [PSIONIC]

You can directly deplete your foe's power point total with psionic attacks.

Prerequisite: Cha 13+, Mental Adversary.

Benefit: You deplete a number of power points equal to your Charisma modifier \times 4 from your opponent on any psionic attack that deals 1 or more ability damage, after accounting for your opponent's mental hardness. To use this feat, you must pay power points equal to the cost of the psionic attack + 3.

You decide whether or not to pay the extra cost after discovering the failure or success of your psionic attack to deal ability damage.

DODGE [GENERAL]

You are adept at dodging blows.

Prerequisite: Dex 13+.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

You can select a new opponent on any action.

Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Also, dodge bonuses (such as this one and a dwarf's racial bonus to dodge giants) stack with each other, unlike most other types of bonuses.

ENCODE STONE [ITEM CREATION]

You can create power stones, from which you or another psion can manifest the powers stored therein (see Chapter 7: Psionic Items for rules on power stones).

Prerequisite: Manifester level 1st+.

Benefit: You can create a power stone of any power that you know.

Encoding a power stone takes one day for each 1,000 gp in its base price.

The base price of a power stone is the level of the stored psionic power \times its manifest level \times 25 gp (treat a 0-level power as one-half level).

To encode a power stone, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any power stone that stores a psionic power with an XP cost also carries a commensurate cost.

In addition to the costs derived from the base price, you must pay the XP when encoding the stone.

ENLARGE POWER [METAPSIONIC]

You can manifest powers farther than normal.

Benefit: An enlarged power has its range doubled.

Powers whose ranges are not defined by distance do not have their ranges increased.

Determine an enlarged power's area or effect as if you were two manifest levels higher than you actually are.

An enlarged power costs a number of power points equal to its standard cost + 2.

EXTEND POWER [METAPSIONIC]

You can manifest powers that last longer than normal.

Benefit: An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended.

An extended power costs a number of power points equal to its standard cost + 2.

FELL SHOT [PSIONIC]

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or more.

Benefit: If you pay 5 power points per shot, you can resolve your ranged attack as a touch attack for purposes of assessing your foe's Armor Class.

You must decide whether or not to pay the cost prior to making the ranged attack.

Your bullet, bolt, or arrow remains "charged" for a maximum number of rounds equal to your Dexterity modifier + 1, or until you make your next attack, whichever occurs first.

If your attack misses, the power point expenditure is wasted.

GREAT SUNDER [PSIONIC]

You can sense the stress points on others' weapons.

Prerequisite: Str 13+, Power Attack, Sunder, reserve power points 5+.

Benefit: When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). "Total hardness" includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness.

However, to strike and do any damage to a magically or psionically enhanced weapon, you still need a weapon of equal or better enhancement.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

GREATER POWER PENETRATION [PSIONIC]

Your powers are especially potent at breaking through power resistance.

Prerequisite: Power Penetration.

Benefit: You get a +4 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance.
This bonus overlaps (does not stack with) the bonus from Power Penetration.

GREATER PSIONIC FOCUS [PSIONIC]

Your powers within your primary discipline have even greater potency.

Prerequisite: Psionic Focus.

Benefit: Add +4 to the DC for all saving throws against powers from within your discipline if you've already taken the Psionic Focus feat for the selected discipline.
This bonus overlaps (does not stack with) the bonus from Psionic Focus.

Special: You can gain this feat multiple times.
Its effects do not stack.

Each time you take this feat, it applies to a new discipline, but a psion must choose her primary discipline the first time she takes this feat.

HEIGHTEN POWER [METAPSIONIC]

You can manifest a power as if it were higher level than it actually is.

Benefit: A heightened power has a higher psionic power level than normal (up to 9th level).

Unlike other metapsionic feats, Heighten Power actually increases the effective level of the power that it modifies. All effects dependent on power level (such as saving throw DCs and ability to penetrate a minor dead psionics zone or a *minor globe of invulnerability*) are calculated according to the heightened level.

The heightened power costs as many power points as a power of its effective level.

HIDE POWER [METAPSIONIC]

You can manifest powers without a telltale display.

Benefit: A psionic power can be manifested without one associated display characteristic chosen by you when you take the feat: auditory, material, mental, olfactory, or visual (See Chapter 4: Psionics).

The hidden power costs a number of power points equal to the standard cost + 2.

Special: You can take this feat multiple times, each time choosing a different display characteristic to hide while manifesting a given power.

IMPROVED PSI CRYSTAL [PSIONIC]

You can upgrade your psicrystal.

Benefit: You can implant another personality fragment in your psicrystal.

You gain the benefits listed for both psicrystal types.

Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments.

Special: You can gain this feat multiple times.

Each time, you implant a new personality fragment in your psicrystal from which you derive the noted benefits.

INERTIAL ARMOR [PSIONIC]

Your mind instinctively generates a field of protective energy.

Prerequisite: Reserve power points 1+.

Benefit: While you retain 1 or more power points, your mind automatically generates a tangible field of force that provides a +4 armor bonus to AC.

Unlike mundane armor, Inertial Armor entails no armor check penalty or speed reduction.

Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your inertial armor can be invisible or appear as a colored glow, at your option.

The armor bonus provided by Inertial Armor does not stack with the armor bonus provided by a shield or regular armor.

INNER STRENGTH [PSIONIC]

You have more power points than normal.

Benefit: You gain +1 power points.

Special: A character may gain this feat multiple times, each time gaining a number of power points equal to the previous Inner Strength gain + 1.

For instance, Ma'varkith the psychic warrior takes the feat three times, the first time receiving 1 extra power point, the second time receiving 2, extra power points, the third time 3 extra, for a total of 6 extra power points.

MASTER DORJE [METAPSIONIC]

You can manifest a dorje's power with power points.

Benefit: You can manifest a power stored in a dorje without expending a charge.

Instead, you pay for the imbedded power from your own power point reserve by spending a number of power points equal to its standard cost + 2.

When all the charges of a dorje are exhausted, the dorje becomes inert; thus, this feat no longer affects that individual dorje.

MAXIMIZE POWER [METAPSIONIC]

You can manifest powers to maximum effect.

Benefit: All variable, numeric effects of a maximized power are maximized.

A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate.

For example, a maximized *whitefire* deals 20 points of damage.

Saving throws and opposed rolls (such as the one you make when you manifest *negate psionics*) are not affected.

Powers without random variables are not affected.

The maximized power costs a number of power points equal to its standard cost + 6.

MENTAL ADVERSARY [PSIONIC]

You can make exceptionally strong psionic attacks.

Prerequisite: Cha 13+.

Benefit: You deal +1 ability damage on a successful psionic attack when you pay the cost of the psionic attack + 3 power points.

You decide whether or not to pay the extra cost after determining the failure or success of your psionic attack to breach the defender's will save.

Special: You can gain this feat multiple times, each time gaining the potential to deal bonus damage equal to the previous damage bonus + 1, but at a cost equal to the previous cost plus 8 power points.

You decide what increment of bonus damage to deal within the range granted by gaining this feat multiple times. For instance, if Ialdabode took Mental Adversary twice, he could deal +2 ability damage if he pays 11 power points, or deal +1 ability damage for a cost of 3 power points.

MENTAL LEAP [PSIONIC]

You can make amazing jumps.

Prerequisite: Str 13+, 6 ranks of the Jump skill, reserve power points 3+.

Benefit: You jump twice as far or as high as is indicated on your Jump check (the Jump skill is described in the *Player's Handbook*).

Your maximum jump (a function of your height) is twice normal, and extra distance jumped (above and beyond the normal distance rolled) is not counted against your total allowed movement in the round.

Special: You can take this feat multiple times.

Each time increases your jump multiple by one and increases your prerequisite of reserve power points by +8. For instance, if Ma'varkith takes Mental leap three times, she can jump four times the distance indicated on her Jump check if her reserve power points are 19+, three times the distance if her reserve power points are 11+, or twice the distance if her reserve power points are 3+.

METACREATIVE [PSIONIC]

You supplement your craft with psionic inspiration.

Prerequisite: Any item creation feat.

Benefit: Each time you take this feat, choose one item creation feat you know.

When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

Special: You may gain this feat multiple times.

Each time you take the feat, it applies to a new item creation feat.

MIND TRAP [PSIONIC]

You can punish psionic attackers.

Prerequisite: Psychic Bastion.

Benefit: You deplete a number of power points equal to 10 + your Charisma modifier from your attacking opponent on any psionic attack that deals 1 or more ability damage to you.

Against freely manifested attack modes, Mind Trap deals back ability score damage equal in type and amount plus 2 to that dealt you, against which your opponent may not raise defense modes.

To do so, you must pay power points equal to the cost of the psionic defense + 3.

You decide whether or not to pay the extra cost after discovering the failure or success of your opponent's psionic attack to deal ability damage.

PERSISTENT POWER [METAPSIONIC]

You make one of your powers last all day.

Prerequisite: Extend Power.

Benefit: A persistent power has a duration of 24 hours.

The persistent power must have a personal range or a fixed range; you can't use this feat on a power with a variable range, or on a power with an instantaneous duration.

Note that you must concentrate on some powers to use their effects (for example, *detect psionics* and *detect thoughts*); concentration on such a power is a standard action that does not provoke an attack of opportunity.

A persistent power costs a number of power points equal to its standard cost + 8.

POINT BLANK SHOT [GENERAL]

You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POWER ATTACK [GENERAL]

You can make exceptionally powerful melee attacks.

Prerequisite: Str 13+.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls.

This number may not exceed your base attack bonus.

The penalty on attacks and bonus on damage applies until your next action.

POWER PENETRATJON [PSIONIC]

Your powers are especially potent, breaking through power resistance more readily than normal.

Benefit: You get a +2 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance.

POWER TOUCH [PSIONIC]

You can make power-enhanced attacks of opportunity.

Prerequisite: Str 13+, Psionic Fist.

Benefit: You can make attacks of opportunity using any power you know with a range of touch, if you have at least one hand free.

The Power Touch attack of opportunity does not preclude the normal manifestation of a psionic power during the same round.

The power used in conjunction with this feat costs a number of power points equal to its standard cost + 2.

Normal: Attacks of opportunity do not involve casting spells or manifesting powers.

Special: Possession of the Quicken Power feat reduces the extra cost of Power Touch to 0 power points (you still must pay the standard cost for the power used in the attack of opportunity).

PSIONIC BODY [PSIONIC]

Your mind reinforces your body.

Benefit: At 1st level, you may use your key ability modifier determined by your primary discipline, if a psion, instead of your Constitution modifier to determine bonus hit points.

At higher levels, your bonus hit points are determined by your Constitution, as normal. However, you now gain +1 hit point every time you learn a metapsionic feat.

Special: You may only take this feat as a 1st-level character.

PSIONIC CHARGE [PSIONIC]

You can charge in a crooked line.

Prerequisite: Wis 13+, Speed of Thought, reserve power points 3+.

Benefit: When taking a charge action in combat (see Chapter 8 of the *Player's Handbook*), you can make a number of turns, each of not more than 90 degrees, equal to your Dexterity modifier.

The action still counts as a charge.

PSIONIC DODGE [PSIONIC]

You are proficient at dodging blows.

Prerequisite: Dex 13+, Dodge, reserve power points 5+.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

This can be the same opponent designated for the standard Dodge feat, or a separate opponent.

If the same opponent is chosen for both Dodge and Psionic Dodge, the bonuses stack.

You can select a new opponent on any action.

Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) does not make you lose the dodge bonus from the Psionic Dodge feat.

Also, dodge bonuses (such as this one, the one from the Dodge feat, the one granted from the Mobility feat, and a dwarf's racial bonus to dodge giants) stack with one another, unlike most other types of bonuses.

PSIONIC FIST [PSIONIC]

You can charge your unarmed strikes with additional damage potential.

Prerequisite: Str 13+.

Benefit: Your unarmed strikes deal +1d4 points of bludgeoning damage when you pay the cost of 1 power point.

You must decide whether or not to pay the cost prior to making the melee attack.

Your hand or foot remains "charged" for a maximum number of rounds equal to your Strength modifier + 1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

PSIONIC FOCUS [PSIONIC]

Your powers within your primary discipline are more potent than normal.

Benefit: Add +2 to the DC for all saving throws against powers from the selected discipline.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new discipline, but a psion must choose his primary discipline the first time he takes this feat.

PSIONIC METABOLISM [PSIONIC]

Your wounds heal especially rapidly.

Prerequisite: Con 13+, Rapid Metabolism.

Benefit: You convert 1 point of normal damage to 1 point of subdual damage per hour if you pay the cost of 1 power point per hour.

If you are unconscious or dying, Psionic Metabolism does not work.

PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Dex 13+, Point Blank Shot.

Benefit: Your ranged shots deal +1d4 points of piercing damage when you pay the cost of 1 power point.

You must decide whether or not to pay the cost prior to making the ranged attack.

Your arrow, bolt, or bullet remains "charged" for a maximum number of rounds equal to your Strength modifier + 1, or until you make your next attack, whichever occurs first.

If your attack misses, the power point expenditure is wasted.

PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13+, Power Attack.

Benefit: Your melee weapon deals +1d4 points of damage (slashing, piercing, or bludgeoning, as appropriate to the weapon) when you pay the cost of 1 power point.

You must decide whether or not to pay the cost prior to making the melee attack.

Your weapon remains "charged" for a maximum number of rounds equal to your Strength modifier + 1, or until you make your next attack, whichever occurs first.

If your attack misses, the power point expenditure is wasted.

PSYCHIC BASTION [PSIONIC]

You can raise a fortified defense against psionic attacks.

Benefit: You gain +1 mental hardness against a foe's successful psionic attack when you pay the cost of 3 power points.

You decide whether or not to pay the cost after determining the failure or success of the psionic attack to breach your Will save.

Special: You can gain this feat multiple times, each time gaining bonus mental hardness equal to the previous bonus + 1, but you must pay a cost equal to the previous cost + 8. You decide what mental hardness increment to use within the range granted by gaining this feat multiple times.

PSYCHIC INQUISITOR [PSIONIC]

You know when others lie.

Prerequisite: cha 13+, Psychoanalyst.

Benefit: When a living humanoid lies directly to you, you perceive it.

You detect a maximum number of lies per conversation equal to your Charisma modifier.

A conversation with an individual, once concluded, may not be renewed with Psychic Inquisitor active for a period of 8 hours.

You decide when, or if, to begin using this feat during a conversation.

PSYCHOANALYST [PSIONIC]

Your knowledge of the mind gives you influence with others.

Prerequisite: Cha 13+.

Benefit: You get a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher.

You get the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.

QUICKEN POWER [METAPSIONIC]

You can manifest a power with a moment's thought.

Benefit: Manifesting a quickened power is a free action. You can perform another action, even manifest another power, in the same round as you manifest a quickened power.

You may only manifest one quickened power per round.

A power whose rime to manifest is more than 1 full round cannot be quickened.

The quickened power costs a number of power points equal to its standard cost + 8.

Special: Possession of the Power Touch feat allows the use of that feat and one quickened power in the same round.

RAPID METABOLISM [PSIONIC]

Your wounds heal rapidly.

Prerequisite: Con 13+.

Benefit: You naturally heal a number of hit points per day of rest equal to the standard healing rate + your Constitution modifier.

RETURN SHOT [PSIONIC]

You can return incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.

Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot, reserve power points 5+.

Benefit: You need not have a free hand (holding nothing) to use this feat, but you must relinquish a two-handed hold on a single item or drop a shield as a free action.

Once per round when you would normally be hit with a ranged weapon, you may make a Reflex save DC 20 (if the ranged weapon has an enhancement bonus to attack, the DC increases by that amount).

If you succeed, you snatch the ranged weapon.

You must be aware of the attack and not flat-footed, and you cannot already have acted in the round.

You may only use this feat once in any given round.

Snatching a ranged weapon or ammunition (such as an arrow, bolt, or sling bullet) counts as a free action.

If you successfully retrieve a bolt, arrow, or sling bullet, you can load and fire it back at your foe if you hold the appropriate weapon.

A bow requires a move-equivalent action, a crossbow requires a standard action, and a thrown weapon such as a spear or knife is a free action to throw back.

If you are not holding a ranged weapon suitable to the snatched ammunition in your off hand, you cannot return the attack.

You make the return attack at a bonus equal to half your foe's ranged attack bonus (round down) + your full ranged attack bonus.

Exceptional ranged weapons, such as boulders hurled by giants or *Melf's acid arrow*, can't be snatched.

Special: If you also have the Deflect Arrows feat (see the *Player's Handbook*), you make return attacks at a bonus equal to your foe's full ranged attack bonus + your full attack bonus.

SCRIBE TATTOO [ITEM CREATION]

You can create psionic tattoos, also called psionic circuits, which store psionic powers within their designs (see Chapter 7: Psionic Items for rules on psionic tattoos).

Prerequisite: Manifester level 3rd+.

Benefit: You can create a psionic tattoo of any psionic power of 3rd level or lower that you know and that targets a creature or creatures (see *Special*, below).

Scribing a psionic tattoo takes one day.

When you create a psionic tattoo, you set the manifest level.

The manifest level must be sufficient to manifest the power in question and no higher than your own level.

The base price of a psionic tattoo is its power level \times its manifest level \times 50 gp (inscribing a 0-level power costs 25 gp).

To scribe a tattoo, you must spend 1/25 of this base price in XP and use up raw materials (special inks, masterwork needles, and so on) costing half of this base price.

When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power.

When its wearer physically activates the tattoo, the wearer is the target of the power.

Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost.

In addition to the costs derived from the base price, you must pay the XP when creating the tattoo.

Special: All Psychometabolism powers are an exception to the target criteria, and may be scribed into a tattoo despite the fact that they are personal powers.

SPEED OF THOUGHT [PSIONIC]

You move faster.

Prerequisite: Wis 13+, reserve power points 1+.

Benefit: Your base speed is equal to your normal speed +10.

Special: You can take this feat multiple times.

Each time increases your base speed by 10 feet and increases your prerequisite of reserve power points by 4. For instance, if Ma'varkith takes Speed of Thought three times, her speed is equal to her normal speed + 30 if her reserve power points are 9 or more, her normal speed + 20 if her reserve power points are 5 or more, or her normal speed + 10 if her reserve power points are 1 or more.

STAND STILL [PSIONIC]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13+, reserve power points 1+.

Benefit: When a foe's movement would otherwise grant you an attack of opportunity, you may give up that attack and instead attack your foe prior to your foe's actual movement.

This is akin to a readied action, but Stand Still doesn't affect your initiative count or actual readied actions, if any. The foe must succeed at a Fortitude save against a DC equal to 10 + the damage you deal, or be unable to move into or out of the area you threaten—essentially, this ends the movement of a foe who is closing, and prevents any movement of a foe who is fleeing (if you are normally allowed an attack of opportunity against the fleeing foe). Since you use the Stand Still feat in place of your attack of opportunity, you may only do so a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity occur after a foe has already moved within the area you threaten; thus, you are unable to affect their movement with an attack.

SUNDER [GENERAL]

You are skilled at attacking others' weapons.

Prerequisite: Str 13+, Power Attack.

Benefit: When you strike at an opponent's weapon, you do not provoke an attack of opportunity (see Strike a Weapon in Chapter 8 of the *Player's Handbook*).

TALENTED [PSIONIC]

You can manifest more 0-level powers for free.

Prerequisite: Inner Strength.

Benefit: You can manifest three more 0-level powers for free per day than normal.

TRIGGER POWER [PSIONIC]

You choose one power that you can attempt to manifest for free.

Prerequisite: Inner Strength, Talented, reserve power points (see below).

Benefit: Choose any 0-, 1st-, 2nd-, or 3rd-level power you know.

From now on you can attempt to trigger that power without paying its cost.

To trigger a power, you must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost you to manifest the power.

Then, make an ability check appropriate for the power's discipline (for instance, you would make a Charisma check for *charm person*).

If you meet or exceed the ability check DC (see below), the power is manifested normally with no power point cost.

If you fail the check, you are forced to pay its cost, but the power is still manifested normally.

You can't use Trigger Power in conjunction with psionic attack or defense modes.

DCs for the ability check are determined by level: 0-level, 11; 1st level, 13; 2nd level, 15; and 3rd level, 17.

Special: You can take this feat multiple times, each time using it for a new triggered power.

TWIN POWER [METAPSIONIC]

You can manifest a power simultaneously with another power just like it.

Benefit: Manifesting a power altered by this feat causes the power to take effect twice on the target, as if you were simultaneously manifesting the same power two times on the same location or target.

Any variables in the power (such as targets, shaping an area, and so on) apply to both of the resulting powers.

The target suffers all the effects of both powers individually and receives a saving throw for each.

In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned *charm person* (see Combining Magical Effects in Chapter 10 of the *Player's Handbook*, reading "psionic" for "magic"), although any ally of the target would have to succeed at two negate attempts in order to free the target from the charm.

A twinned power costs a number of power points equal to its standard cost + 8.

UNAVOIDABLE STRIKE [PSIONIC]

You can make an unarmed strike against your foe as if delivering a touch attack.

Prerequisite: Str 13+, Psionic Fist, base attack bonus +3 or more.

Benefit: If you pay 5 power points per unarmed attack you can resolve your unarmed attack as a touch attack for purposes of assessing your foe's Armor Class.

You must decide whether or not to pay the cost prior to making the unarmed melee attack.

Your hand or fist remains "charged" for a maximum number of rounds equal to your Strength modifier + 1 or until your next attack, whichever occurs first.

If your attack misses, the power point expenditure is wasted.

UP THE WALLS [PSIONIC]

You can run on walls for brief distances.

Prerequisite: Wis 13+, Speed of Thought, Psionic Charge, reserve power points 5+.

Benefit: You can take part of one of your move actions and a wall if you begin and end your move on a horizontal surface.

The height you can achieve on the wall is limited only by this movement restriction.

If you do not end your move on a horizontal surface, you fall prone, taking damage as appropriate for your height above the floor.

Treat the wall as a normal floor for the purposes of measuring your movement.

Passing the boundary between horizontal and vertical is equivalent to 5 feet of movement along a normal floor.

Opponents on the floor still get attacks of opportunity as you move up the wall within areas they threaten. For instance, Ma'varkith the psychic warrior has a speed of 40 feet (due to her Speed of Thought feat). She begins her action standing next to the wall. She runs up the wall at a 45-degree angle ("diagonally") for 15 feet, which also puts her 15 feet farther along the hall. At this point, Ma'varkith runs 15 feet straight down the wall, ending her move on a 5 foot-square immediately next to the wall, and takes her attack normally against an opponent there, which potentially sets up flanking for her comrades. If the wall had a ledge within 30 feet, Ma'varkith could have ended her move on it instead of heading back down the wall.

Special: You can take other move actions in conjunction, with moving on a wall. For instance, the Spring Attack feat allows you to make your attack from the wall against a foe; standing on the floor who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

RACES OF DESTINY (3.5)

MAIN SECTION FEATS

ABLE LEARNER [RACIAL]

You have a great aptitude for learning.

Prerequisite: Human or doppelganger.

Benefit: All skill ranks cost 1 skill point for you to purchase, even if the skill is cross-class for you. The maximum number of ranks you can purchase in a cross-class skill remains the same.

This feat does not affect the skill point cost to learn a language or to gain literacy (for a barbarian or other illiterate character).

Normal: Cross-class skills cost 2 skill points per rank.

Special: This feat may only be taken at 1st level.

BRIGHT SIGIL [RACIAL]

You have established a greater degree of control over your sigils.

When you concentrate, you can emit strong illumination from the glowing symbols that surround your head.

Prerequisite: Illumian.

Benefit: As a standard action, you can increase the illumination from your illumian sigils to provide a bright glow.

Your sigils shed illumination equivalent to a *daylight* spell. The brighter light lasts as long as you concentrate, and for 1 round thereafter.

Normal: An illumian's sigils ordinarily emit a 5-foot radius of shadowy illumination, equivalent to a candle.

CHANNELED RAGE [RACIAL]

You can focus your rage to counter charms and compulsions.

Prerequisites: Half-orc, ability to rage.

Benefit: You may spend one of your daily uses of rage as an immediate action to add your Strength bonus on a Will saving throw.

CITY SLICKER []

You are very familiar with city life and the inner workings of your hometown.

Benefit: Disguise, Forgery, Gather Information, and Knowledge (local) are always class skills for you.

Special: This feat may only be taken at 1st level.

COMPLEMENTARY INSIGHT [RACIAL]

You get more out of having skills that work well together.

Prerequisite: Half-elf.

Benefit: Having 5 or more ranks in a skill gives you a +3 bonus on skill checks with each of its synergistic skills, as noted in the skill description.

Normal: Synergistic skills provide a +2 bonus on skill checks.

DIVERSE BACKGROUND [RACIAL]

You have a wide and diverse background, giving you a greater understanding of different occupations.

Prerequisite: Half-human.

Benefit: Choose one class.

That class is also a favored class for you.

Special: This feat may only be taken at 1st level.

ENHANCED POWER SIGILS [RACIAL]

Your illumian power sigils are more powerful than normal.

Prerequisites: Illumian, two power sigils.

Benefit: The bonuses granted by each of your power sigils improve by 1.

Normal: Without this feat, the bonuses granted by each of your power sigils are equal to the number of power sigils you possess.

FEARLESS DESTINY [RACIAL]

Your grand destiny allows you to avoid death.

Prerequisites: Human or half-human, Heroic Destiny, character level 6th.

Benefit: Once per day, any effect that would reduce you to -10 hit points or fewer instead reduces you to -9 hit points and leaves you in a stable condition.

Effects that kill you without reducing you to -10 hit points (such as death effects or *disintegrate*) function normally.

HEROIC DESTINY [RACIAL]

You have a destiny to fulfill.

Prerequisite: Human or half-human.

Benefit: Once per day, before you make an attack roll, ability check, skill check, saving throw, or caster level check, you may roll 1d6 and add it as a bonus on the roll, check, or save.

HUMAN HERITAGE [RACIAL]

Your human heritage is more prominent than in others of your kind.

Prerequisite: Half-human race or human-descended race.

Benefit: You are treated as a humanoid with the human subtype for the purpose of adjudicating all effects. If you are not a humanoid, your type changes to humanoid and you gain the human subtype. If you are already a humanoid, you gain the human subtype.

In either case, you retain any other subtypes you had (such as orc or extraplanar), and you retain any traits common to all creatures of your original type (such as darkvision). You gain 4 additional skill points.

Special: This feat may only be taken at 1st level.

See the Variant: Half-Humans and Human-like Races sidebar, page 150, for more about races eligible to select this feat.

IMPROVED SIGIL (AESH) [RACIAL]

You tap into your *aesh* power sigil to gain enhanced accuracy with your favored melee weapons.

Prerequisites: Illumian, *aesh* power sigil.

Benefit: Your *aesh* power sigil grants you a +1 insight bonus per power sigil on melee weapon damage rolls with any weapon with which you have selected the Weapon Focus feat.

IMPROVED SIGIL (HOON) [RACIAL]

You tap into your *hoon* power sigil to help survive deadly conditions.

Prerequisites: Illumian, *hoon* power sigil.

Benefit: Your *hoon* power sigil grants you a +1 insight bonus per power sigil on saving throws against death effects, on saves to avoid death by massive damage, and on Fortitude saves to avoid nonlethal damage from hot and cold environments or to resist damage from suffocation.

IMPROVED SIGIL (KRAU) [RACIAL]

You tap into your *krau* power sigil to augment the energy of your magical utterances.

Prerequisites: Illumian, *krau* power sigil.

Benefit: Choose a number of spells with verbal components that you can cast equal to the number of power sigils you have.

When you cast one of the chosen spells, the spell's effective level is increased by 1 (as if affected by the Heighten Spell feat, but with no change to the spell's casting time or spell slot).

All effects dependent on spell level are calculated according to the heightened level.

Whenever you gain the ability to cast a new level of spells, you can reassign the spells you've chosen to be enhanced by this feat.

For example, a wizard who reaches 3rd level and gains the ability to cast 2nd-level spells may reassign the spells affected by this feat.

Special: If you cast one of your chosen spells using the Silent Spell feat, this feat has no effect.

IMPROVED SIGIL (NAEN) [RACIAL]

You tap into your *naen* power sigil to see through illusions and resist language-based effects.

Prerequisites: Illumian, *naen* power sigil.

Benefit: Your *naen* power sigil grants you a +1 insight bonus per power sigil on saving throws against illusions and against language-dependent effects.

IMPROVED SIGIL (UUR) [RACIAL]

You tap into your *uur* power sigil to gain enhanced accuracy with ranged weapons.

Prerequisites: Illumian, *uur* power sigil.

Benefit: Your *uur* power sigil grants you a +1 insight bonus per power sigil on ranged weapon damage rolls whenever your target is denied its Dexterity bonus to Armor Class.

IMPROVED SIGIL (VAUL) [RACIAL]

You tap into your *vaul* power sigil to resist mental effects.

Prerequisites: Illumian, *vaul* power sigil.

Benefit: Your *vaul* power sigil grants you a +1 insight bonus per power sigil on saving throws against mind-affecting spells and abilities.

INSIDE CONNECTION []

Choose a specific organization, such as a town's militia, a particular church, a guild, or one of the illumian cabals (see Chapter 3).

You have strong personal connections within that organization, as well as insight into its membership.

Benefit: You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Knowledge (local), and Sense Motive checks made in conjunction with that organization.

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take this feat, it applies to a new organization.

The DM should limit characters to selecting only those organizations with which they have a positive or neutral relationship.

For instance, a character might not be allowed to select an enemy organization, or one whose existence and/or operations aren't well known to him.

MENACING DEMEANOR [RACIAL]

You can tap into your savage heritage to improve your intimidation techniques.

Prerequisite: Orc blood or orc subtype.

Benefit: You gain a +4 bonus on Intimidate checks.

PROTECTED DESTINY [RACIAL]

Your heroic destiny is guarded against the whims of misfortune.

Prerequisites: Human or half-human, Heroic Destiny, character level 3rd.

Benefit: Once per day, if you roll a natural 1 on a saving throw, you may reroll the save.

RESOURCEFUL BUYER []

You know where to look in a community for anything you need.

Benefit: Whenever you are buying goods, the community you're in is treated as one category larger for the purpose of determining the community's gold piece limit on the most expensive item available (see Table 5-2: Random Town Generation, page 137 of the *Dungeon Master's Guide*).

For example, when you are in a village, the gold piece limit on the most expensive item available to you is 800 gp rather than 200 gp.

Special: This benefit doesn't stack with any other effect that grants a similar benefit.

SMATTERINGS []

You have a talent for acquiring languages—at least enough of each one to get by.

Prerequisite: Int 13.

Benefit: You can learn enough of a language to ask and understand simple questions, explanations, and instructions.

This benefit only applies to verbal communication.

After 2d6 days of listening to a new language, you know enough to ask simple questions and to follow simple directions.

Upon every future encounter with this language, you need only 1d4 days to regain that knowledge.

SOCIABLE PERSONALITY [RACIAL]

You are adroit at avoiding social gaffes.

Prerequisites: Half-elf, Cha 13.

Benefit: You may reroll any Diplomacy or Gather Information checks.

You must take the result of the reroll, even if it's worse than the original roll.

SUBTLE SIGIL [RACIAL]

You are able to fade your sigils into invisibility, but still tap their magical energy.

Prerequisite: Illumian.

Benefit: You can make your sigils disappear or reappear as a free action.

You gain the full benefits of your power sigils even when they are not visible.

Normal: Illumians can douse their sigils or make them reappear with a standard action, and they lose the benefits of their power sigils as long as they are doused.

URBAN STEALTH []

You are particularly adept at moving quietly and unnoticed through the city.

Prerequisite: Knowledge (local) 2 ranks.

Benefit: You gain a +3 bonus on Hide and Move Silently checks in a small city or larger community.

This bonus applies only when you are outside—trying to hide in a bedroom or office does not benefit from this feat, since your knowledge of urban environments is no help in such confined spaces.

URBAN TRACKING []

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check.

You must make another Gather Information check for every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depend on the community size and the conditions; see the table below:

Community Size*	DC	Checks Required
Thorp, hamlet, or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	2d4+2

*See page 137 of the *Dungeon Master's Guide*.

Condition	DC Modifier
Every three creatures in the group being sought	-1
Every 24 hours party has been missing/sought	+1
Tracked party "lies low"	+5
Tracked party matches community's primary racial demographic*	-2
Tracked party does not match community's primary or secondary racial demographic *	+2

*See Racial Demographics, page 139 of the *Dungeon Master's Guide*.

If you fail a Gather Information check, you can retry after 1 hour of questioning.

The DM should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: You can cut the time per Gather Information check in half (to 30 minutes per check), but you take a -5 penalty on the check.

INITIATE FEATS

ARCANE INSIGHT [INITIATE]

By immersing yourself in the teachings of Boccob, you have unearthed magical secrets and gained special insight into arcane spellcasting.

Prerequisites: Cleric level 3rd, deity Boccob.

Benefit: Add Knowledge (arcana) to your list of cleric class skills.

You gain a +2 insight bonus on Spellcraft checks.

In addition, you may add the following spells to your cleric spell list:

- | | |
|-----|--|
| 1st | True Strike: +20 on your next attack roll. |
| 3rd | Arcane Sight: Magical auras become visible to you. |
| 5th | Rary's Telepathic Bond: Link lets allies communicate. |
| 7th | Arcane Sight, Greater: As <i>arcane sight</i> , but also reveals magic effects on creatures and objects. |

8th Moment of Prescience: You gain insight bonus on a single attack roll, check, or save.

DREAD TYRANNY [INITIATE]

A devoted student of Hextor's militant teachings, you are skilled at intimidating and dominating weaker beings.

Prerequisites: Cleric level 3rd, Str 13, deity Hextor.

Benefit: Add Intimidate to your list of cleric class skills.

You add your Strength bonus in addition to your Charisma bonus on Intimidate checks.

Furthermore, when you use a lethal weapon to deal nonlethal damage, you lessen the penalty on attack rolls by 2 (–2 penalty instead of –4).

In addition, you may add the following spells to your cleric spell list:

- 2nd Scare: Frightens creatures of less than 6 HD.
- 4th Evard's Black Tentacles: Tentacles grapple all within 15-ft. spread.
- 5th Dominate Person: Controls humanoid telepathically.
- 6th Eyebite: Target becomes panicked, sickened, and comatose.
- 8th Demand: Delivers short message and *suggestion* anywhere, instantly.
- 9th Dominate Monster: As *dominate person*, but any creature.

ETERNAL STRENGTH [INITIATE]

You have taken Kord's fighting ways to heart.

Throwing yourself into every brawl, you draw upon your mighty deity's strength.

Prerequisites: Cleric level 5th, Str 13, deity Kord.

Benefit: You gain a +4 bonus on saving throws to resist effects that deal Strength damage or cause Strength drain.

In addition, you may add the following spells to your cleric spell list:

- 3rd Heroism: Gives +2 bonus on attack rolls, saves, and skill checks.
- 5th Waves of Fatigue: Several targets become fatigued.
- 6th Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- 7th Waves of Exhaustion: Several targets become exhausted.

FAR HORIZONS [INITIATE]

By dedicating yourself to the philosophies of Fharlanghn, you have become a more world-wise and capable traveler.

Prerequisites: Cleric level 1st, deity Fharlanghn.

Benefit: Add Climb, Jump, and Swim to your list of cleric class skills.

Furthermore, you always know the direction of north from your current position.

You cannot use this extraordinary ability in any environment where "north" does not exist.

In addition, you may add the following spells to your cleric spell list:

- 1st Expeditious Retreat: Your speed increases by 30 ft.
- 3rd Leomund's Tiny Hut: Creates shelter for ten creatures.

5th Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

6th Shadow Walk: Step into shadow to travel rapidly.

LAW INVIOLEATE [INITIATE]

Your unshakable faith in St. Cuthbert allows you to better apprehend fugitives or overcome villains who transgress the law.

Prerequisites: Cleric level 1st, must be lawful, deity St. Cuthbert.

Benefit: Your natural weapons, as well as any weapons you wield, are treated as lawful-aligned for the purpose of overcoming damage reduction.

In addition, you may add the following spells to your cleric spell list:

- 1st Color Spray: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.
- 2nd Daze Monster: Living creature of 6 HD or less loses next action.
- 3rd Suggestion: Compels subject to follow stated course of action.
- 5th Passwall: Creates passage through wood or stone wall.
- 6th Suggestion, Mass: As *suggestion*, plus one subject/level.
- 8th Power Word Stun: Stuns creature with 150 hp or less.

RADIANT FIRE [INITIATE]

Pelor has ignited your faith and conviction, making you better able to fight the creatures of darkness.

Prerequisites: Cleric level 3rd, deity Pelor.

Benefit: You gain a +2 insight bonus on damage rolls against creatures with the evil subtype.

In addition, you may add the following spells to your cleric spell list:

- | Level | Spell |
|-------|---|
| 2nd | Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (maximum 3). |
| 3rd | Summon Monster III*: Calls extraplanar creature to fight for you. |
| 5th | Summon Monster V*: Calls extraplanar creature to fight for you. |
| 6th | Summon Monster VI*: Calls extraplanar creature to fight for you. |
| 8th | Summon Monster VIII*: Calls extraplanar creature to fight for you. |

* Fire elementals only.

UNDYING FATE [INITIATE]

You have pledged your unswerving obedience to Wee Jas, and she in turn has granted you special insight into life and death.

Prerequisites: Cleric level 3rd, deity Wee Jas.

Benefit: As a swift action, you can determine how close creatures are to death.

This extraordinary ability can be used at will but otherwise functions like the *deathwatch* spell.

In addition, you may add the following spells to your cleric spell list:

- 2nd False Life: Gain 1d10 temporary hp +1/level (max +10).
- 3rd Halt Undead: Immobilizes undead for 1 round/level.
- 5th Blight: Withers one plant or deals 1d6/level damage to plant creature.
- 7th Finger of Death: Kills one subject or deals 3d6 damage +1/level (max +25).

WHISPERED SECRETS [INITIATE]

You revere the Maimed Lord and have devoted your miserable, worthless life to learning but a few of the Whispered One's secrets.

Prerequisites: Cleric level 1st, deity Vecna.

Benefit: Add Listen and Spot to your list of cleric class skills.

Furthermore, you automatically become aware of any attempt to observe you by means of a divination (scrying) spell or effect.

This extraordinary ability does not enable you to discern the scrier, the type of scrying device or spell used, or the scrier's location.

In addition, you may add the following spells to your cleric spell list:

- 1st Disguise Self: Changes your appearance.
- 2nd Darkvision: See 60 ft. in total darkness.
- 3rd Glibness: You gain +30 on Bluff checks and your lies can escape magical discernment.
- 4th Arcane Eye: Invisible floating eye moves 30 ft./round.
- 5th Prying Eyes: 1d4 +1/level floating eyes scout for you.
- 6th Analyze Dweomer: Reveals magical aspects of subject.
- 8th Mind Blank: Subject is immune to mental/emotional magic and scrying.

TACTICAL FEATS

CROWD TACTICS [TACTICAL]

You are adept at moving through and fighting in crowds.

Prerequisites: Hide 5 ranks, Dodge.

Benefit: The Crowd Tactics feat enables the use of three tactical maneuvers.

You only gain these benefits if the crowd is indifferent or friendly.

Moving with the Flow: Entering a square with a crowd in it does not cost you extra movement.

One with the Crowd: You gain a +4 bonus on Hide checks made in square with a crowd.

Master of the Mob: You gain a +4 bonus on Diplomacy or Intimidate checks when attempting to direct a crowd.

Normal: See page 100 of the *Dungeon Master's Guide* for rules on crowds.

ROOFWALKER [TACTICAL]

You are adept at moving and fighting on rooftops and ledges.

Prerequisites: Balance 5 ranks, Jump 5 ranks, Dodge, Mobility.

Benefit: The Roofwalker feat enables the use of three tactical maneuvers.

Fleet of Feet: You can walk across a precarious surface more quickly than normal.

You can move at your full speed without taking a –5 penalty on your Balance check.

Graceful Drop: If you intentionally jump from a height, you take less damage than you would if you fell.

If you succeed on a Jump check when jumping down (see page 77 of the *Player's Handbook*), you take falling damage as if you had dropped 20 fewer feet than you actually did.

Master of the Roof: You know how to use the slopes to your advantage.

You gain a +1 dodge bonus to AC against any opponent who is at a different elevation from you.

RACES OF FAERÛN (3.0)

MAIN SECTION FEATS

AFTERSIGHT [GENERAL]

You have a trace of the Sight in your blood, an unreliable gift as hard to command as a dream, which enables you to pick up echoes of the past, both wondrous and terrible.

Prerequisite: Rashemi human (including the Gurs).

Regions: Rashemen, Thay.

Benefit: As a full-round action, you can attempt to invoke a vision of the past tied to the local area in which you are standing.

You must make a Wisdom check (DC 10) to invoke a vision, and you can make no more than three attempts in a single day.

A successful vision serves to augment historical knowledge, providing a +4 bonus on all Knowledge (history) and bardic knowledge checks for the next minute.

This feat does not grant bardic knowledge if it is not already possessed.

ANCESTRAL SPIRIT [GENERAL]

You have ties to the long-dead spirit of one of your clan's ancestors, who whispers ancient words of wisdom into your mind in times of need.

Prerequisites: Illuskan human, patron deity Uthgar.

Regions: The North, the Great Glacier.

Benefit: You receive a +2 bonus on all Heal and Knowledge (history) checks.

ANIMAL FRIENDS [GENERAL]

Your ability to *speak with animals* has allowed you to befriend an animal as a permanent ally.

Prerequisite: Gnome.

Benefit: You gain up to 2 HD of animal friends, just as if you had cast *animal friendship* with a caster level of 1st. The animals befriended must be native to the area around your home.

If these animal friends are lost, you may replace them after one month.

Special: You may take this feat multiple times.

Each time you take it, you gain another 2 HD of animal friends.
These HD do not stack with any previous times you took this feat; therefore you cannot have an animal companion with more than 2 HD.

ARACHNID RIDER [GENERAL]

You are trained in the art of employing spiders as steeds.

Regions: Drow elf, gray dwarf.

Benefit: You receive a +2 bonus on all Handle Animal and Ride (any arachnid) checks.

You may use the Handle Animal skill to affect monstrous spiders of Large size or smaller.

ARCTIC ADAPTATION [GENERAL]

You have adapted to the snowbound environment of the arctic reaches of Faerûn.

Prerequisite: Damaran or Illuskan human.

Regions: Damara, Narfell, the North, Vaasa.

Benefit: You receive a +4 bonus on saving throws against cold effects.

You also gain a +1 bonus on all Hide, Move Silently, Search, and Spot checks on the ice and snow.

AZERBLOOD [GENERAL]

You are descended from the shield dwarves of Clan Azerkyn, who once ruled the Adamant Kingdom of Xothaerin beneath western Amn.

The blood of the azer runs thick in your veins.

Prerequisite: Shield dwarf.

Regions: Amn, shield dwarf.

Benefit: You receive a +4 bonus on saving throws against fire effects.

You also receive a +1 bonus on Craft (armorsmithing, blacksmithing, and weaponsmithing) checks.

BATRIDER [GENERAL]

You are highly skilled in the art of flying dire bats, a common form of transportation among the shield dwarves of the Far Hills.

Prerequisite: Ride (dire bat) skill.

Region: Shield dwarf.

Benefit: You receive a +2 bonus on Handle Animal and Ride (dire bat) checks.

BLOOD OF THE WARLORD [GENERAL]

You can influence a large number of orcs.

Prerequisite: Orc, base Leadership score of 10+.

Benefit: You are seen as a king among kings and a natural leader of orcs.

You gain a +2 bonus on all Diplomacy and Intimidate checks made to influence orcs.

Additionally, as long as you are visibly leading them, all your followers gain a +1 morale bonus on their attack rolls and Will saving throws.

BREATHING LINK [GENERAL]

You can allow a person adjacent to you to breathe water.

Prerequisites: Base Will save +2, aquatic elf or water genasi.

Benefit: As a free action on your turn, you may select one creature within 5 feet of you and give that creature the ability to breathe water as easily as you do.

This supernatural ability renews automatically for that creature until you direct the ability to another creature or withdraw your power from it (a free action).

The creature's ability to breathe water ends immediately if you are separated by more than 5 feet or if you die, at which point the creature begins to drown if it is still underwater.

This ability does not hamper the creature's ability to breathe air, nor does it change the creature's ability (or inability) to swim.

Special: You may select this feat more than once.

Each time you take this feat, you may affect an additional creature with this ability.

All such creatures need to remain within 5 feet of you (not each other).

If one creature exceeds the range of this ability, it has no effect on the other creatures you are helping.

CALISHITE ELEMENTALIST []

You are a student of the Calishite tradition of elemental magic and have mastered its mysterious lore.

You may choose to specialize in air magic or fire magic.

Benefit: You gain +1 caster level when casting a spell from the Air tradition or Fire tradition, depending on which tradition you select when you choose this feat. This bonus caster level allows you to exceed the normal maximum damage allowed by a spell, so an 11th-level caster of the Air tradition creates an 11d6 lightning bolt instead of a 10d6 lightning bolt.

If you are a wizard, you may add a spell in your tradition to your spellbook for free when you become able to cast it. This does not count against the two free spells you add to your spellbook at each class level.

The Tradition of Air magic consists of the following spells at the appropriate levels: 0—*mage hand*; 1st—*shocking grasp*; 2nd—*levitate*; 3rd—*lightning bolt*; 4th—*shout*; 5th—*telekinesis*; 6th—*chain lightning*; 7th—*reverse gravity*; 8th—*Bigby's clenched fist*; 9th—*Bigby's crushing hand*.

The Tradition of Fire magic consists of: 0—*flare*; 1st—*burning hands*; 2nd—*pyrotechnics*; 3rd—*fireball*; 4th—*wall of fire*; 5th—*dismissal*; 6th—*control weather*; 7th—*delayed blast fireball*; 8th—*incendiary cloud*; 9th—*meteor swarm*.

CARAVANNER [GENERAL]

You are skilled at leading caravans along established trade routes.

Regions: Cormyr, Dalelands, Sembia, Thesk, Western Heartlands.

Benefit: You receive a +2 bonus on all Handle Animal and Knowledge (geography) checks.

CELESTIAL BLOODLINE [GENERAL]

Some of your latent celestial abilities have matured.

Prerequisites: Aasimar, base Fortitude, Reflex, and Will saves +1.

Benefit: You gain the ability to use *protection from evil* three times per day and *bless* once per day as spell-like abilities with a caster level equal to your character level.

CHONDATHAN MISSIONARY [GENERAL]

Your training has emphasized spells that help you spread the word of your faith.

Prerequisites: Chondathan human, ability to cast divine spells.

Benefit: You gain +1 caster level when casting a spell from the list below, or +2 caster level if you're actually using the spell to proselytize to a reasonably receptive audience (indifferent attitude or better).

The tradition of the Chondathan missionary consists of the following spells at the appropriate levels: 0—*purify food and drink*; 1st—*bless, sanctuary*; 2nd—*calm emotions, consecrate, enthrall*; 3rd—*prayer, remove disease*; 4th—*discern lies, tongues*; 5th—*atonement, hallow*; 6th—*heroes' feast*; 7th—*resurrection*; 8th—*mass heal*; 9th—*miracle*.

CLOSE-QUARTER FIGHTING [FIGHTER, GENERAL]

You are skilled at resisting grapple attacks from creatures that usually grapple opponents.

Prerequisite: Base attack bonus +3.

Benefit: When you are attacked by a creature with the improved grab ability, you may still make an attack of opportunity.

Any damage you inflict with this attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled.

For example, a dire bear strikes you with a claw attack.

If you don't have this feat, the dire bear's improved grab ability allows it to immediately attempt a grapple check, provoking no attack of opportunity from you.

However, with Close-Quarter Fighting, you are entitled to an attack of opportunity.

If you hit and score 8 points of damage, you may add +8 (plus your attack bonus, Strength bonus, and size modifier) to your grapple check to resist the dire bear's grapple attempt.

Normal: A creature without this feat does not get an attack of opportunity against a creature with the improved grab ability that tries to grapple it.

DEEPENING DARKNESS [GENERAL]

Your inherent ability to create darkness is more powerful than normal.

Prerequisite: Able to create darkness as a racial ability.

Benefit: The darkness you create with your racial ability is treated as *deeper darkness* for the purpose of countering or being countered by spells such as *daylight*.

All other effects (duration, area of darkness, and so on) are as the *darkness* spell.

You can use your darkness ability two additional times per day, so if you normally could use *darkness* as a spell-like ability 1/day, you can now use it 3/day.

DISENTANGLER [FIGHTER, GENERAL]

Thanks to the teachings of Thard Harr, you have practiced evading the attacks of jungle plants.

Prerequisite: Wild dwarf.

Regions: Chult, wild dwarf.

Benefit: You receive a +2 bonus on all Escape Artist checks and a +2 bonus on opposed grapple checks.

DROW EYES [GENERAL]

You have trained your eyes to see in the dark as well as your full drow ancestors.

Prerequisite: Half-drow elf.

Benefit: You gain darkvision 120 ft.

Normal: A half-drow normally has darkvision 60 ft.

DUERGAR MINDSHAPER [GENERAL]

You are accomplished at using the power of your mind to overcome weaker personalities.

Prerequisites: Gray dwarf.

Benefit: You gain +1 spell power (+1 on save DCs and a +1 bonus on checks to overcome spell resistance) on enchantment spells and spell-like abilities.

ELDRITCH LINGUIST [GENERAL]

You have a deep understanding of how words themselves have their own kind of magic, and a mastery of the secret syntax of power.

Prerequisites: Illuskan human, ability to cast divine spells.

Benefit: You gain +1 caster level when casting a spell from the list below.

The tradition of the eldritch linguist consists of the following spells at the appropriate levels: 0—*read magic*; 1st—*command, comprehend languages*; 2nd—*speak with animals, whispering wind*; 3rd—*bestow curse, explosive runes, glyph of warding, speak with dead, speak with plants*; 4th—*dismissal, sending, shout, tongues*; 5th—*atonement, greater command, hallow*; 6th—*greater glyph of warding, word of recall*; 7th—*blasphemy, dictum, holy word, power word stun, word of chaos*; 8th—*power word blind, symbol*; 9th—*power word kill*.

ELEMENTAL BLOODLINE [GENERAL]

You have taken on some of the aspects of the type of element that infuses your flesh.

Prerequisites: Base Fortitude save +4, genasi (air, earth, fire, or water).

Benefit: You gain a +4 saving throw bonus on saving throws against poison, sleep, paralysis, or stunning.

You also have a 25% chance to turn a critical hit or a sneak attack against you into a normal hit (as if you were wearing light fortification armor).

If you are wearing *fortification* armor (or a similar item or have an ability with a similar effect), use the one that has the larger percentage chance.

ENERVATIVE HEALING [GENERAL]

You can use the life energy of an opponent to heal yourself.

Prerequisites: Fey'ri, ability to use *enervation* as a spell-like ability.

Benefit: When you use your *enervation* ability, you may choose to touch an opponent instead of firing a ray, making a melee touch attack to do so.
If the target gains negative levels, you heal 5 hit points for every negative level the target gains from this attack as if you had been healed with positive energy.

EYES OF LIGHT [GENERAL]

You can focus the holy power within you to create a beam of destructive light energy.

Prerequisites: Aasimar, Celestial Bloodline.

Benefit: Once per day you may fire a ray of *searing light* from your eyes as a spell-like ability.

Your caster level for this ability is your character level.

Using this ability counts as your use of *light* (or *daylight*, if you have the Light to Daylight feat) for the day.

FIENDISH BLOODLINE [GENERAL]

Some of your latent fiendish abilities, inherited from an unusually powerful fiendish ancestor, have matured.

Prerequisites: Fey'ri, tanarukk, tiefling, base Fortitude, Reflex, and Will saves +1.

Benefit: You gain the ability to cast *protection from good* three times per day and *bane* once per day as spell-like abilities with a caster level equal to your character level.

FOREST GNOME PHANTASIST [GENERAL]

You can protect your forest home with a variety of phantasms and patterns to befuddle your foes.

Prerequisite: Forest gnome.

Benefit: Your Illusion (pattern) and Illusion (phantasm) spells and spell-like abilities gain +1 spell power (+1 on save DCs and +1 bonus on checks to overcome spell resistance).

GENIE LORE [GENERAL]

You have studied centuries of Calishite lore regarding geniekind.

Region: Calimshan.

Benefit: Choose one type of energy: acid, cold, electricity, or fire.

You add +1 to the DC of saving throws for any sorcerer spells with the energy type descriptor that you cast.

This benefit stacks with the Spell Focus feat if the spell you cast is from your chosen school.

Special: You can gain this feat multiple times.

Each time you take the feat, it applies to a new energy type.

GIFT OF TONGUES [GENERAL]

You have an intuitive talent for learning languages.

Regions: Moon elf, sun elf.

Benefit: Your Intelligence is 4 points higher for the purpose of determining how many bonus languages you may start with.

You are not limited to the bonus languages of your region. Speak Language is always a class skill for you.

You gain a +1 bonus on all Decipher Script and Sense Motive checks.

Special: If you choose this feat after 1st level, you do not immediately gain additional bonus languages, but all other effects of the feat apply.

GOLD DWARF DWEOMERSMITH [GENERAL]

You have learned the secrets of gold dwarf magic that creates or enhances weapons.

Prerequisites: Gold dwarf.

Benefit: You gain +1 caster level when casting a spell that creates a weapon or enhances an existing one.

An 11th-level caster with this feat, for example, grants a weapon a +4 enhancement bonus when she casts *greater magic weapon*, not just a +3 enhancement bonus.

This bonus caster level allows you to exceed the normal maximum effect allowed by a spell.

The tradition of gold dwarf dweomersmiths includes the following spells at each level: 1st—*bless weapon*, *magic stone*, *magic weapon*, *shillelagh*; 2nd—*flame blade*, *Melf's acid arrow*, *spiritual weapon*; 3rd—*flame arrow*, *keen edge*; 4th—*greater magic weapon*, *holy sword*; 6th—*blade barrier*, *spellstaff*; 7th—*changestaff*, *Mordenkainen's sword*.

Other spells gain this benefit if they target a weapon.

Additionally, any magic weapons you fashion cost 5% less in gold pieces to make.

The experience point cost is unaffected.

GRIM VISAGE [GENERAL]

Your eyes have seen a lot, and now they show everyone that you aren't to be trifled with.

Even glib people stammer in your presence.

Regions: Damaran human.

Benefit: You gain a +2 bonus on Intimidate and Sense Motive checks.

HAMMER FIST [FIGHTER, GENERAL]

You are trained in an unarmed fighting style that emphasizes a two-handed strike.

Prerequisites: Str 13, Improved Unarmed Strike, dwarf.

Benefit: You add one and a half times your Strength bonus on your damage when you hit with an unarmed strike.

This extra damage does not apply if you make a flurry of blows attack or if you are holding anything in either hand. You must use both hands to make the unarmed attack.

HAREM TRAINED [GENERAL]

You have been trained to serve as a *jhasin* (if male) or *jhasina* (if female) and are well versed in song, music, dance, art, the recitation of great literature, the art of massage, and other duties of the harem.

Region: Calimshan.

Benefit: You receive a +2 bonus on Diplomacy and Perform checks.

HEADLONG RUSH [FIGHTER, GENERAL]

You charge your foes with immense force, heedless of your own safety.

Prerequisite: Orc or half-orc, base attack bonus +4 or higher.

Benefit: Instead of a normal charge attack, you can perform a headlong rush.

A headlong rush is a charge that provokes attacks of opportunity from every foe who can reach its path, including the opponent you attack.

A headlong rush otherwise functions like a charge attack (+2 attack, -2 AC, straight-line movement only), except that a successful attack deals double damage.

HEALING FLAMES [GENERAL]

You can draw energy from open flames to heal yourself.

Prerequisites: Base Will save +3, fire genasi or tanarukk.

Fire Size	Example	Hit Points Healed
Fine	Tindertwig	1
Diminutive	Torch	1d3
Tiny	Small campfire	1d6
Small	Large campfire	2d6
Medium-size	Forge	3d6
Large	Bonfire	4d6
Huge	Burning shack or tree	5d6
Gargantuan	Burning tavern	6d6
Colossal	Burning inn	7d6

Benefit: When you use your *control flame* spell-like ability, you instead may touch the flame and heal yourself a number of hit points of damage depending upon the size of the fire.

This counts as a use of your *control flame* ability for the day. Touching the flame causes you no harm when you use this ability, but if you enter the flame, touch more than just its edge, or remain in contact with it for more than 1 round, you take damage from the fire.

HIGHBORN DROW [GENERAL]

You have learned how to tap into the advanced magical abilities of your drow noble heritage.

Prerequisites: Drow, base Will save +2.

Benefit: You may use *detect good*, *detect magic*, and *levitate* once per day as spell-like abilities with a caster level equal to your character level.

HIN WANDERMAGE [GENERAL]

You have a natural affinity for spells that take you from place to place.

Prerequisites: Lightfoot halfling.

Benefit: You gain +1 caster level when casting a spell that helps you travel.

If you are a wizard, you may add a spell in your tradition to your spellbook for free when you become able to cast it.

This does not count against the two free spells you add to your spellbook at each class level.

The tradition of the Hin wandermage consists of the following spells at the appropriate levels: 0—*open/close*; 1st—*expeditious retreat*, *mount*; 2nd—*endurance*; 3rd—*fly*, *phantom steed*, *water breathing*; 4th—*air walk*, *freedom of movement*; 5th—*ethereal jaunt*, *plane shift*, *teleport*; 6th—*find the path*, *transport via plants*, *wind walk*, *word of recall*; 7th—*refuge*, *shadow walk*, *teleport without error*; 8th—*etherealness*; 9th—*gate*, *teleportation circle*.

IMPROVED ENERGY RESISTANCE [GENERAL]

Choose one form of energy to which you have a natural (not spell- or item-granted) resistance.

Your inherent resistance to this kind of energy is more effective than normal.

Prerequisite: Naturally resistant to a form of energy (acid, cold, electricity, fire, sonic).

Benefit: Your resistance to that type of energy increases by 5.

For example, if you are an aasimar, you normally have acid, cold, and electricity resistance 5.

You could use this feat to increase one of those resistances to 10; the other two are unaffected.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to another type of energy to which you have a natural resistance.

IMPROVED FAMILIAR [GENERAL]

See the discussion of the Improved Familiar feat in Chapter 1 of the FORGOTTEN REALMS Campaign Setting.

Table A-5 shows additional improved familiars from this book that are available with this feat.

TABLE A-5: IMPROVED FAMILIARS

Kind of Familiar	Arcane Spellcaster Level Required	Special
Flying snake†	3	Master gains a +2 bonus on saves against acid
Deathfang† [neutral evil]*	9	—
Lizard, spitting crawler [neutral]	3	Master gains a +2 bonus on saves against acid
Lynx† [neutral]	3	Master gains a +3 bonus on Move Silently checks
Osquipt† [neutral]	5	Master gains a +2 bonus on Hide and Listen checks

IMPROVED FLIGHT [GENERAL]

You gain greater maneuverability when flying than you would normally have.

Prerequisite: Ability to fly (naturally, magically, or through shapechanging).

Benefit: Your maneuverability class while flying improves by one grade.

For example, if your normal maneuverability class is poor, it becomes average.

IMPROVED LEVITATION [GENERAL]

You have learned to use part of your *levitate* spell-like ability at a time, allowing multiple uses with a shorter duration.

Prerequisite: Naturally able to levitate as a spell-like ability.

Benefit: You may use your *levitate* spell-like ability in 10-minute increments instead of all at once.

The number of times per day you may now use the ability at this shorter duration is equal to your caster level.

For example, if you are an air genasi, you normally have the ability to levitate once per day as a spell-like ability as if cast by a 5th-level sorcerer, allowing you to levitate once per day for up to 50 minutes.

With this feat, you can now levitate five times per day, each time for up to 10 minutes.

If you could levitate more than once per day, multiply your caster level by the number of times per day to get the total number of shorter uses of *levitate* that you have.

For example, a creature that could use *levitate* two times per day as a spell-like ability as if cast by a 5th-level sorcerer would be able to levitate 10 (2×5) times per day, each time for up to 10 minutes.

IMPROVED LOW BLOW [FIGHTER, GENERAL]

You are especially good at using the Low Blow feat.

Prerequisites: Dodge, Mobility, Low Blow, base attack bonus +4.

Benefit: Using the Low Blow feat does not provoke an attack of opportunity when you move into an opponent's square to perform the attack.

Normal: A character with the Low Blow feat may enter an adjacent opponent's square to make a single attack, then return to his own square.

The opponent is considered flat-footed against the attack, but the character is subject to an attack of opportunity.

IMPROVED NATURAL ARMOR [GENERAL]

Your skin is even tougher than that of most of your kind.

Prerequisite: Racially granted natural armor.

Benefit: Your racially granted natural armor bonus increases by +1.

Special: A character can gain this feat multiple times. Each time the character gains this feat, his natural armor improves by an additional +1.

INFERNAL BARGAINER [GENERAL]

You are comfortable making deals with powerful entities from the Lower Planes.

Prerequisite: Outsider.

Benefit: Whenever you cast *commune*, *contact other plane*, *legend lore*, or *vision*, you gain +2 caster level because you are known to the entities answering your entreaties.

Whenever you cast any *planar binding* or *planar ally* spell, you can call an evil creature 2 HD higher than normally allowed.

Any evil creature caught in a *planar binding* trap you create has a –2 penalty on all attempts to escape.

IRON MIND [GENERAL]

You are descended from duergar who escaped enslavement by the illithids.

The blood of these psionic-resistant former thralls runs thick in your veins.

Prerequisites: Wis 13, gray dwarf.

Region: Gray dwarf.

Benefit: You receive a +4 bonus on saving throws against psionic effects, such as those employed by a mind flayer or yuanti, and a +1 bonus on Will saves.

JOTUNBRUD [GENERAL]

You are descended from the giants who ruled the mountain-spanning empire of Ostoria in ages past, and possess a truly impressive stature.

Prerequisites: Damaran or Illuskan human.

Regions: Damara, The North.

Benefit: Whenever you receive a modifier based on your size on an opposed roll (such as during grapple and bull rush attempts), you are treated as Large if that's advantageous to you.

You are also considered to be Large when determining whether a monster's special attacks based on size (such as improved grab or swallow whole) affect you.

If you wish to determine your character's height and weight randomly, your base height is 6'4" (male) or 6'0" (female), and your base weight is 210 lb. (male) or 170 lb. (female).

Refer to Table 6–6 in the *Player's Handbook*.

Special: You may only take this feat as a 1st-level character.

JUNGLE STAMINA [GENERAL]

You are acclimated to the disease-ridden jungles of southwestern Faerûn.

Regions: Chult, Tashalar (Mhair and Black Jungles only), wild dwarf.

Benefit: You receive a +2 bonus on all Survival checks and a +2 bonus on Fortitude saves versus disease.

LANDWALKER [GENERAL]

You can survive out of water for a longer period of time than most of your kind.

Prerequisite: Aquatic elf.

Benefit: You can survive out of water for 3 hours per point of Constitution.

After this point you must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or you begin to suffocate.

Normal: Aquatic elves can survive out of water for one hour per point of Constitution; after this point they begin to suffocate (see Chapter 3 of the *DUNGEON MASTER'S Guide*).

LIGHT TO DAYLIGHT [GENERAL]

Your inherent ability to create light is more powerful than normal.

Prerequisite: Able to use *light* as a spell-like ability.

Benefit: When using your spell-like ability to create *light*, you may instead create *daylight*.

All other features of this ability (caster level, countering darkness spells and effects) are as if you were creating *light*. You can use your light ability two additional times per day, so if you normally could use *light* as a spell-like ability 1/day, you can now use it 3/day.

For example, if you were an aasimar, you could create either *light* or *daylight* three times per day as a spell-like ability, as if cast by a sorcerer of your character level.

LIGHTBRINGER [GENERAL]

You can channel positive energy into your spells so that they glow with holy power.

Prerequisite: Damaran human, able to cast divine spells, able to turn undead.

Benefit: Whenever you cast a spell, you can expend three of your daily turn attempts to infuse the spell with positive energy.

Each round you do this immediately prior to casting the spell, you gain +2 spell power (+2 on save DCs and +2 bonus on checks to overcome spell resistance).

Infusing a spell with positive energy is a full-round action that does not provoke attacks of opportunity.

The turn attempts are wasted if you don't cast a spell immediately after spending one or more rounds infusing it.

LOLTH'S BLESSING [GENERAL]

The Spider Queen has blessed you with additional magical abilities.

Prerequisites: Drow, Wis 15, patron deity Lolth, able to cast 3rd-level divine spells.

Benefit: You may use *clairaudience/clairvoyance*, *detect lie*, *dispel magic*, and *suggestion* once per day as spell-like abilities with a caster level equal to your character level.

LOW BLOW [FIGHTER, GENERAL]

You can get underfoot and attack creatures larger than you.

Prerequisites: Dodge, Mobility, base attack bonus +4.

Benefit: As a full-round action, you can enter an area occupied by an opponent who is at least one size category larger than you.

You can then make a single melee attack at your highest attack bonus against this creature, who is considered flat-footed against the attack.

After your attack, you return to the 5-foot square from which you entered the opponent's square.

Using this feat provokes attacks of opportunity.

METALLURGY [GENERAL]

You are skilled in the art of metallurgy, creating metal alloys both for their appearance and their properties.

Region: Gold dwarf.

Benefit: You receive a +3 bonus on all Craft (armorsmithing, blacksmithing, or weaponsmithing) checks.

MIGHT MAKES RIGHT [GENERAL]

Your great strength draws more followers.

Prerequisites: Str 13, Leadership.

Benefit: Add your Strength bonus to your leadership score for the purposes of determining how many followers you may have with the Leadership feat.

NOBODY'S FOOL [GENERAL]

You have an uncommon streak of skepticism and common sense, and have a knack for discerning falsehood from truth.

Prerequisite: Wis 13.

Benefit: You gain a +2 bonus on all Sense Motive checks and Gather Information checks.

ORAL HISTORY [GENERAL]

You are well versed in the art of storytelling and the oral history of your culture.

Regions: The Moonshaes, The North, arctic dwarf, gold dwarf, shield dwarf.

Benefit: You get a +2 bonus on all Knowledge (history) and Perform checks.

OUTSIDER WINGS [GENERAL]

You have sprouted wings appropriate to your heritage, revealing the power of your supernatural bloodline.

Prerequisites: Aasimar or tiefling, base Fortitude, Reflex, and Will saves +2, Celestial Bloodline or Fiendish Bloodline.

Benefit: You gain wings (feathered if an aasimar, bat-like if a tiefling), allowing you to fly at your land speed (average maneuverability).

A medium or heavy load that would reduce your land speed reduces your fly speed a proportionate amount.

PLAGUE RESISTANT [GENERAL]

You are descended from the handful of combatants who fought on the Fields of Nun and survived Chondath's Rotting War in the 902 DR.

Prerequisites: Chondathan human.

Region: The Vilhon Reach.

Benefit: You get a +4 resistance bonus on saving throws against disease and spells or effects that produce disease. This bonus applies on saving throws to fight off ability damage from disease, as well as saving throws against the initial exposure to the disease.

PLANETOUCHEd ANIMAL AFFINITY [GENERAL]

You have a special affinity for a kind of animal associated with your deity ancestor.

Prerequisites: Aasimar, tiefling, earth genasi.

Benefit: Choose a divine ancestor from the list below.

You gain a +4 bonus on Animal Empathy and Handle Animal checks when dealing with animals associated with your divine ancestor.

You may make untrained Animal Empathy checks to affect such animals, as well as celestial (if you are an aasimar) or fiendish (if you are a tiefling) animals as if they were animals.

See the table for a summary of Mulhorandi deities and their favored animals.

Deity	Animal
Anhur	Lions, horses
Bast (Sharess)	Cats, leopards, lions
Geb	Bears
Hathor	Cows, bison
Horus-Re	Hawks, lions
Isis	Hawks, donkeys
Nephthys	Crocodiles, hawks, poisonous snakes (primarily cobras)
Osiris	Bears, hawks
Sebek	Crocodiles
Set	Poisonous snakes

PRIMITIVE CASTER [GENERAL]

You use screeches, wild gesticulations, and extra material components to give your spells additional power.

Benefit: This feat only functions when you cast a spell that does not already have a verbal, somatic, or material component.

For each component you voluntarily add, you increase the effective level of the spell by +1.

You can only add a component that's not already present in the spell.

For example, you can't add a somatic component to a *gaseous form* spell, because it already has one.

You could add a verbal component, however.

The verbal component you add consists of animalistic shouts, screams, and growls.

The DC of Listen checks to hear you cast a spell is -5 (before modifying for distance).

The somatic component is also more complex, so you must have two hands free to add a somatic component with this feat.

The extra material component you add with this feat must be a rare plant found in the forest with a successful Profession (herbalist) check (DC 15).

RAPID SWIMMING [GENERAL]

You are one with the water.

Prerequisites: Base Fortitude save +2, natural swim speed.

Benefit: Your swim speed increases by 20 feet.

Normal: A water genasi normally has a swim speed of 30 feet.

An aquatic elf normally has a swim speed of 40 feet.

RECKLESS OFFENSIVE [FIGHTER, GENERAL]

You lower your guard in order to make a telling attack.

Prerequisites: Base attack bonus +2, Power Attack.

Benefit: On your action, before making attack rolls for a round, you may choose to take a -4 penalty to your AC during the round to gain a +2 competence bonus on all melee attacks in the same round.

The penalty to AC and bonus on melee attacks apply until your next action.

You cannot use Reckless Offensive with ranged attacks.

ROCK GNOME TRICKSTER [GENERAL]

Your glamers are particularly likely to fool the senses of your target.

Prerequisite: Rock gnome.

Benefit: Your Illusion (glamer) spells and spell-like abilities gain +1 spell power (+1 on save DCs and +1 bonus on checks to overcome spell resistance).

RUNESMITH [GENERAL]

You can fashion runes that take the place of material components for your spells.

Prerequisites: 4 ranks in Craft (rune).

Benefit: You can make runes that take the place of traditional material components for spells you cast. The runes, often carved into stone talismans or stamped onto small plates of metal, cost 1 gp each and have a Craft (rune) DC of 15.

Unlike a material component, a rune does not disappear when you cast a spell; having this feat effectively turns a material component required for a spell into a focus.

Your use of runes makes your spells more difficult to counterspell.

Other spellcasters who observe you casting a spell take a -4 penalty on checks to determine which spell you're casting, unless they also have the Runesmith feat.

Spells with costly material components are unaffected by this feat.

SACRED TATTOO [GENERAL]

You have been spiritually touched by one of the god-kings of the Old Empires and bear his or her symbol in the form of a tattoo in the shape of a holy symbol.

Prerequisite: Patron deity from the Mulhorandi or Untheric pantheon.

Benefit: Add +1 to the DC for all saving throws against spells you cast in an area consecrated/desecrated or hallowed/unhallowed to your deity.

You get a +1 bonus on caster level checks to beat a creature's spell resistance when casting spells in such areas.

Special: It is not possible to take both this feat and the Tattoo Magic feat.

SHADOW SHIELD [GENERAL]

Your ancestors long battled the insidious influence of shadow magic, and some of their descendants (including you) have a greater resistance to its effects.

Prerequisites: Talfir or Tethyrian human of any region.

Region: The Western Heartlands.

Benefit: You get a +2 bonus on all saving throws against spells and spell-like abilities with the shadow descriptor. You also get a +2 bonus on all saving throws against spells and spell-like abilities that draw on the magic of the Shadow Weave.

These benefits stack with each other.

SHADOW SONG [GENERAL]

A dark legacy of the Shadowking's ambitions is the shadow of sorrow that cloaks many Tethyrian songs and ballads. Some bards have learned to infuse their performances with the sense of loss and suffering that suffuses the Shadow Weave.

Prerequisites: Shadow Weave Magic, bardic music.

Region: The Western Heartlands.

Benefit: You get a +1 bonus to the DC for all saving throws of spells you cast from the school of Enchantment and spells with the sonic descriptor. You get a +1 bonus on caster level checks to overcome spell resistance for these schools and spells. These bonuses stack with bonuses from the Shadow Weave Magic feat.

SHIELD DWARF WARDER []

You are a student of the protective magics of the shield dwarves, learned at great cost during centuries of warfare and wandering.

Prerequisites: Shield dwarf.

Benefit: You gain +1 caster level when casting a spell that creates or enhances a suit of armor or a shield.

The tradition of shield dwarf warders includes the following spells at the appropriate levels: 1st—*entropic shield*, *mage armor*, *shield*, *shield of faith*; 2nd—*shield other*; 3rd—*magic vestment*; 4th—*fire shield*; 6th—*stone body*; 8th—*iron body*, *shield of law*.

Other spells gain this benefit if they target a suit of armor or shield.

Additionally, any magic armor or shield you create costs 5% less gold pieces to make.

The experience point cost is unaffected.

SKYRIDER [GENERAL]

You have trained and served with the hippogriff cavalry that guards the Great Rift.

Prerequisites: Ride (hippogriff) skill, Mounted Combat.

Region: Gold dwarf.

Benefit: You receive a +2 bonus on Handle Animal and Ride (hippogriff) checks.

SOUTHERN MAGICIAN [GENERAL]

Your magical studies in Mulan lands have taught you spellcasting techniques unknown in the north that blur the line between arcane and divine magic.

Prerequisite: Mulan human, ability to cast 2nd-level spells.

Benefit: Once per day per two spellcaster levels, you can cast a divine spell as an arcane spell, or vice versa.

This enables you to bypass arcane spell failure due to armor, or gain additional benefit from spell that functions differently for a divine caster instead of an arcane caster, such as *true seeing* or *magic weapon*.

Spells changed with this feat are often confusing to those who haven't studied Mulan magic.

Spellcasters who don't have this feat suffer a -4 penalty on attempts to counterspell or dispel this spell, and they must succeed at a caster level check (DC 11 + spell level) to detect the spell with *detect magic*.

The actual source of the spell's power doesn't change, nor does its means of preparation.

You are merely weaving the strands of magic together in an unconventional way that makes the spell behave somewhat differently.

SPELL-LIKE ABILITY FOCUS [GENERAL]

Choose one of your spell-like abilities.

This attack becomes more potent than normal.

Prerequisite: Spell-like ability.

Benefit: Add +2 to the DC for all saving throws against the spell-like ability on which you focus.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new spell-like ability.

SPIRE WALKING [GENERAL]

Iriaebor is justly known as the City of a Thousand Spires, for fantastically bizarre, many-storied towers rise from all quarters of the city and are tightly packed together.

As a result, it is possible to navigate Iriaebor via a network of arches, bridges, stairs, and leapable gulfs far above the city streets.

You are well versed in the skill of navigating the skyroads of Iriaebor.

Region: The Western Heartlands.

Benefit: You get a +2 bonus on all Balance and Jump checks.

STAGGERING STRIKE [FIGHTER, GENERAL]

You are particularly adept at making cruel and demoralizing sneak attacks.

Prerequisites: Base attack bonus +6, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo a variable number (chosen by you at the time of the strike) of dice of sneak attack damage to deliver a particularly horrifying and disgusting wound.

The victim of a staggering strike becomes staggered for a number of rounds equal to one-third the number of dice of damage you choose to forgo.

For example, if you could sneak attack for +6d6 damage, you could forgo all that extra damage to stagger the target for 2 rounds.

STONEBLOOD [GENERAL]

Your blood is thick like cooling lava, making it difficult for you to die after falling from injuries.

Prerequisites: Con 13, urdunnir.

Region: Urdunnir.

Benefit: When dying, you have a 50% chance per round to stabilize and stop bleeding to death.

Normal: A character normally has a 10% chance to stabilize when dying.

STONE COLOSSUS [FIGHTER, GENERAL]

You can focus a part of your power to increase the toughness of your skin.

Prerequisites: Base Fortitude save +3, earth genasi.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as -5 on your attack and add the same number (up to +5) to your Armor Class as a natural armor bonus.

This number may not exceed your base attack bonus.

The changes to attack rolls and Armor Class last until your next action.

STONESHAPER [GENERAL]

You have a deep and abiding tie to earth and stone.

Prerequisites: Craft (stonemasonry) skill, stonemasonry.

Region: Gold dwarf, gray dwarf, shield dwarf, urdunnir.

Benefit: You receive a +2 bonus on Craft (stonemasonry) checks and a +2 bonus on Stonemasonry checks.

STONE SLIDE [GENERAL]

You have attuned yourself to stone to such an extent that you can merge with it for a short time.

Prerequisites: Base Fortitude save +4, earth genasi.

Benefit: Instead of using your spell-like ability to *pass without trace*, you may instead *meld into stone* as a 5th-level druid.

This uses your ability to *pass without trace* for the day.

STONEWALKER FIST [FIGHTER, GENERAL]

You are trained in an unarmed fighting style that draws on your ability to pass through minerals as if they were air.

Prerequisites: Improved Unarmed Strike, urdunnir.

Region: Urdunnir.

Benefit: By altering the elemental structure of your fists in order to strike through a creature's armor, you may ignore up to a +4 armor bonus due to metal or stone armor or shields.

(This in no way affects or damages the armor).

You cannot use this ability on creatures with the earth subtype.

Using this ability is a free action.

Special: A character may gain this feat twice at most, but the effects stack.

SUMMON EARTH ELEMENTAL [GENERAL]

Like many experienced deep gnomes, you have developed the ability to summon earth elementals to help you with tasks.

Prerequisites: Deep gnome, character level 6th.

Benefit: Once per day, you may summon an earth elemental.

If acting alone, you may only summon a Small earth elemental.

For each additional deep gnome employing this feat in conjunction with you, you may summon an earth elemental one size larger (see the table on *Monster Manual* page 83).

For example, a group of four deep gnomes with this feat can summon a Huge earth elemental, and a group of six deep gnomes can summon an elder earth elemental.

Working together in this fashion uses this ability for all involved gnomes for the day.

This is a spell-like ability and is treated as if the characters involved are casting a *summon monster* spell of the appropriate level, with the exception that they can only summon earth elementals.

Unlike the spell, you cannot use this ability to summon multiple elementals at a time.

SVIRFNEBLIN FIGMENT MASTER [GENERAL]

Your time underground has made you acutely aware of even slight differences in sound and vision in caves that have never seen the sun.

Accordingly, your illusions are finely tuned and ultra-realistic.

Prerequisite: Deep gnome.

Benefit: Your Illusion (figment) spells and spell-like abilities gain +1 spell power (+1 on save DCs and +1 bonus on checks to overcome spell resistance).

SWARMFIGHTING [FIGHTER, GENERAL]

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

Prerequisites: Size Small, Dex 13, base attack bonus +1.

Benefit: You can occupy the same 5-foot square in combat with any other allied Small or smaller creature that also possesses the Swarmingfighting feat.

Up to four creatures of Small size may occupy a 5-foot square (creatures one size category smaller count as half a creature).

When you attack a Medium-size or larger creature with a melee attack, and at least one other ally with the Swarmingfighting feat threatens the target, you gain a +1 morale bonus on the attack roll.

This bonus increases by +1 for each additional ally beyond the first with the Swarmingfighting feat who threatens the same target.

The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

TALFIRIAN SONG [GENERAL]

You can use the power of your bardic music to enhance your Illusion spells.

Prerequisite: Bardic music class feature, Heighten Spell, Tethyrian human.

Benefit: By expending uses of your bardic music, you can heighten your illusion spells without using higher-level spell slots.

For every daily use of your bardic music you expend during the casting of a spell, you can increase the effective level of that spell by +1.

For example, you could cast *rainbow pattern* and expend four uses of your bardic music to make that *rainbow pattern* effectively an 8th-level spell (increasing the save DC by +4). You can't raise a spell above 9th level with this feat.

TATTOO MAGIC [ITEM CREATION]

You can create tattoos that store spells.

Prerequisite: Craft (calligraphy) or Craft (painting) skill, spellcaster level 3rd.

Benefit: You can create single-use magic tattoos.

You can create a tattoo of any spell of 3rd level or lower that you know and that targets a creature or creatures.

Creating a tattoo takes 1 hour, and it must be inked onto a creature with a corporeal body.

When you create a tattoo, you set the caster level.

The caster level must be sufficient to cast the spell in question and no higher than your own level.

The base price of a tattoo is its spell level \times its caster level \times 50 gp.

To create a tattoo, you must spend 1/25th of this base price in XP and use up raw materials costing half this base price.

When you create a tattoo, you make any choices that you would normally make when casting the spell. The bearer of the tattoo is the only one who can activate it and is always the target of the spell. Activating a tattoo requires the creature to touch the tattoo with either hand (the hand does not need to be empty). Activating a tattoo is a standard action that does not draw an attack of opportunity. Any tattoo that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the tattoo. Normally, a magic tattoo uses a magic item space on the creature's body. For example, a creature with a tattoo on one of its hands could not gain the benefit from a magic glove on that hand. Likewise, a creature with a magic tattoo on its back does not receive the benefits of a magic cloak, cape, or mantle. In effect, the magic tattoo is always the first item "worn" on that part of the body, negating the effects of all other items. A tattoo can be created that does not use a magic item space, but the base price of such a tattoo is double the normal value. A magic tattoo can be erased with an *erase* spell as if it were magic writing. Failing to erase the tattoo does not activate it. When a tattoo is activated, the ink pattern or design vanishes from the bearer's skin.

THEOCRAT [GENERAL]

You have the delicate touch needed to maintain the favor of your patron deity and the political skills needed to survive in the trenches of bureaucratic warfare common in the lands ruled by agents of the Mulhorandi pantheon.

Prerequisite: Patron deity from the Mulhorandi pantheon.

Regions: Mulhorand, Unther.

Benefit: You get a +2 bonus on all Diplomacy and Knowledge (religion) checks.

WATER ADAPTATION [GENERAL]

You favor your aquatic elven parent and have developed the ability to breathe and move about in water easily.

Prerequisite: Half-aquatic elf.

Benefit: You can breathe water as well as air.

You gain a swim speed of 20 feet, which means you can move through water at that speed without making Swim checks.

You gain a +8 racial bonus on any Swim check.

You can always take 10 on Swim checks even if rushed or threatened when swimming.

You may use the run action while swimming, provided you swim in a straight line.

RACES OF STONE (3.5)

MAIN SECTION FEATS

ANCESTRAL KNOWLEDGE [RACIAL]

You have a strong connection to the ancestors of your clan, giving you understanding and knowledge beyond the mortal realms.

Prerequisites: Dwarf, Wis 15.

Benefit: You can make any Knowledge check untrained, even if the DC is higher than 10.

In addition, you can use your Wisdom modifier for any Knowledge check in place of your Intelligence modifier.

Normal: A character can only make untrained Knowledge checks if the DC is 10 or lower, and Knowledge skills are Intelligence-based.

AUSPICIOUS MARKING [RACIAL]

Goliaths place great stock in how the mottled variations in skin pigmentation herald events in that goliath's future. Your skin patterns indicate that fate has marked you for greatness, and the patterns shift slowly to take new forms.

Prerequisite: Goliath.

Benefit: Goliaths who can see your skin pattern are subconsciously affected by it.

You gain a +2 bonus on all Charisma-based skill checks when dealing with other goliaths.

In addition, you can reroll any stabilization check once per turn.

AXESPIKE [STYLE]

You have mastered the art of fighting in spiked armor while wielding a greataxe.

You blend greataxe blows and armor spike attacks into one constant, deadly attack form.

Prerequisites: Proficiency with armor spikes, proficiency with greataxe, Armor Proficiency (heavy), Weapon Focus (armor spikes).

Benefit: When you make a full attack with your greataxe, you can make an additional attack with your armor spikes at a -5 penalty.

You can only add 1/2 your Strength modifier to the damage from this extra attack, as if it were an attack with an off-hand weapon.

BATTLE HARDENED [RACIAL]

Your extensive battle experience has left you incredibly calm and composed, even in the heat of battle.

Prerequisites: Dwarf, base attack bonus +4.

Benefit: You receive a +4 bonus on saving throws against fear effects.

You also gain a +2 bonus on initiative checks.

BURROW FRIEND [RACIAL]

Your natural rapport with burrowing mammals improves.

Prerequisites: Gnome, Cha 13.

Benefit: You gain a +2 bonus on Handle Animal checks and wild empathy checks involving burrowing mammals.

If you have the spell-like ability to speak with burrowing mammals, you can use this ability one extra time per day per point of Charisma bonus.

Normal: Gnomes can normally use *speak with animals* to converse with burrowing animals only once per day.

CLAN PRESTIGE [RACIAL]

Your actions have brought you some measure of fame and respect from your clan, whether from battle prowess or years of service to the clan.

Prerequisites: Dwarf, Cha 13.

Benefit: Your prestigious actions grant you a +4 bonus on all Charisma-based skill checks when dealing with other members of your clan.

The clan must be specified when the feat is taken, and it cannot be changed.

Special: This feat is applicable to one clan only, typically the one with which the character is affiliated.

It cannot be taken more than once.

CRAFT RUNE CIRCLE [ITEM CREATION]

You can create rune circles, stationary magic items that hold a variety of spells and effects.

Prerequisite: Caster level 5th.

Benefit: You can create a rune circle whose prerequisites you meet (see Sample Rune Circles on page 168 for prerequisites and other information on rune circles).

Creating a rune circle takes one day for each 1,000 gp in its price.

To create a rune circle, you must spend 1/25 of the item's price in XP and use up raw materials costing one-half of this price.

You can also mend a broken rune circle if it is one that you could make.

Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some rune circles incur extra costs in material components or XP, as noted in their descriptions.

These costs are in addition to those derived from the item's base price.

DEEP VISION [PSIONIC]

Your mental focus helps you see farther with darkvision.

Prerequisite: Darkvision.

Benefit: While you are psionically focused, your natural darkvision range increases by 30 feet.

Special: This feat affects only darkvision permanently gained from a creature's race, type, or class, not from impermanent effects such as the *darkvision* spell or *goggles of night*.

DEFLECTIVE ARMOR [PSIONIC]

Your armor shields you from touch attacks as well as regular blows.

Prerequisite: Heavy Armor Optimization.

Benefit: While you are psionically focused and wearing heavy armor, the AC bonus from your armor (including any enhancement bonuses) applies against touch attacks as well as regular attacks.

DIVINE DAMAGE REDUCTION [DIVINE]

You can channel energy to give yourself a small amount of protection from weapons.

Prerequisites: Con 13, Wis 13, Earth Sense, Earth's Warding, ability to rebuke earth creatures.

Benefit: As a standard action, you can spend one of your rebuke earth creatures attempts to give yourself damage reduction 2/adamantine.

This benefit lasts for a number of rounds equal to your character level.

You must be touching the ground to use this feat.

DIVINE SPELLSHIELD [DIVINE]

You can channel energy to help your allies resist spells and spell-like effects.

Prerequisites: Ability to rebuke earth creatures, racial bonus on saves against spells.

Benefit: As a standard action, you can spend one of your rebuke earth creatures attempts to grant all allies within 30 feet a +2 sacred bonus on saving throws against spells and spell-like effects.

This bonus lasts for a number of rounds equal to your character level.

You must be touching the ground to use this feat.

DWARVEN ARMOR PROFICIENCY [RACIAL]

You are familiar with exotic armor of dwarven manufacture and understand how to use it properly.

Prerequisites: Dwarf, Armor Proficiency (heavy).

Benefit: You are proficient with battle plate, interlocking plate, interlocking scale, and mountain plate, and you take no armor nonproficiency penalties when you wear any of these types of exotic armor.

(See Chapter 7 for descriptions of these armor types).

Normal: A character who wears exotic armor with which she is not proficient takes its armor check penalty on attack rolls and on all Strength- and Dexterity-based skill checks.

Special: A fighter may select Dwarven Armor Proficiency as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

EARTH ADEPT [GENERAL]

You are in tune with the ground at your feet, making you more dangerous in the shifting conditions of combat.

Prerequisites: Con 13, Wis 13, Earth Sense.

Benefit: You gain a +1 bonus on weapon damage rolls if both you and your foe are touching the ground.

EARTH FIST [RACIAL]

Your bond with the earth and martial training has imbued your fists with the qualities of cold iron.

Prerequisites: Dwarf, gnome, or goliath, Con 13, Wis 13, Earth Sense, Improved Unarmed Strike.

Benefit: As long as you are touching the ground, your unarmed attacks are treated as cold iron weapons for the purpose of dealing damage to creatures with damage reduction.

Special: A fighter may select Earth Fist as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

EARTH MASTER [GENERAL]

You are in tune with the ground at your feet, helping you anticipate your opponent's movements in combat.

Prerequisites: Con 13, Wis 13, Earth Adept, Earth Sense.

Benefit: You gain a +1 bonus on attack rolls if both you and your foe are touching the ground.

EARTH POWER [PSIONIC]

You draw psionic energy from raw stone.

Prerequisites: Con 13, Wis 13, Earth Sense.

Benefit: As long as you are psionically focused and standing on stone or unworked earth (including normal soil), you can pull psychic energy from the earth when you manifest a power.

When you manifest a power in this way, you pay 1 less power point than you normally would.

The use of this feat cannot reduce a power's cost below 1 power point.

You cannot use this ability when you expend your psionic focus to enhance the same power in a different manner. For example, if you have the Maximize Power feat, you cannot expend your focus to maximize a power and also reduce the cost of that same power.

EARTH SENSE [GENERAL]

You are in tune with the earth beneath you.

Prerequisites: Con 13, Wis 13.

Benefit: As long as you are touching the ground, you can take a move action to sense the number of creatures within 20 feet that are also touching the ground and the direction to each one.

You cannot pinpoint the location of any creature with this feat.

Special: Creatures with the air or aquatic subtype may not select this feat.

EARTH SPELL [GENERAL]

You draw magical power from the earth beneath your feet.

Prerequisites: Con 13, Wis 13, Earth Sense, Heighten Spell.

Benefit: As long as you are standing on stone or unworked earth (including normal soil), you can use the Heighten Spell feat to added effect.

If you cast a spell using a spell slot one level higher than the spell's actual level, the spell is treated as a spell of two levels higher and your effective caster level is increased by one.

If you use a spell slot two levels higher, the spell is treated as three levels higher and your effective caster level is increased by two, and so on.

You cannot gain the benefit of this feat when casting a spell with the air, fire, or water descriptor.

EARTH'S WARDING [DIVINE]

You can channel energy to infuse your skin with the strength of the earth.

Prerequisites: Con 13, Wis 13, Earth Sense, ability to rebuke earth creatures.

Benefit: As a standard action, spend one of your rebuke earth creatures attempts to increase your natural armor bonus by 2.

This increase lasts for a number of minutes equal to your Constitution bonus.

Special: You must be touching the ground to use this feat.

ENCHANTING SONG [BARDIC MUSIC]

You can channel the power of your bardic music to temporarily increase the power of your enchantment spells.

Prerequisites: Perform (any one) 5 ranks, Spell Focus (enchantment), bardic music.

Benefit: As you cast a spell of the enchantment school, you may spend one daily use of your bardic music ability to increase the caster level and saving throw DC of that spell by 1.

These bonuses stack with those provided by other feats, such as Spell Focus.

ENERGIZE ARMOR [PSIONIC]

You can charge your armor with psionic energy, making it resistant to energy damage.

Prerequisite: Proficiency with armor worn, Invest Armor.

Benefit: You can expend your psionic focus to infuse your armor with psychic energy.

This gives you resistance 10 against the next attack or effect with an energy descriptor that affects you.

Using this feat is an immediate action (it can be used on another creature's turn) in reaction to being affected by a spell, effect, or attack that inflicts energy damage.

Activating this feat does not provoke attacks of opportunity.

EXOTIC ARMOR PROFICIENCY [GENERAL]

Choose a type of exotic armor, such as mammoth leather or tumbler's breastplate.

You understand how to wear that type of exotic armor properly.

Prerequisites: Armor Proficiency of the appropriate sort (for example, you must have Armor Proficiency [light] to take Exotic Armor Proficiency [mammoth leather]).

Benefit: You are proficient with a specific type of exotic armor and take no armor nonproficiency penalties when you wear it (see Table 7-2: Armor and Shields, page 158).

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty on attack rolls and on all Strength- and Dexterity-based ability checks and skill checks.

Special: You can gain this feat multiple times.

Each time you take the feat, it applies to a new type of exotic armor.

A fighter may select Exotic Armor Proficiency as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Note: This feat originally appeared in the FORGOTTEN REALMS® game supplement *Underdark*.

This version of the feat supersedes the previous version.

EXOTIC SHIELD PROFICIENCY [GENERAL]

Choose an exotic shield, such as a gauntlet shield or battle cloak.

You are proficient with that type of exotic shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: You are proficient with a specific type of exotic shield and take no shield nonproficiency penalties when you wear it (see Table 7–2: Armor and Shields, page 158).

Normal: A character who is using a shield with which she is not proficient applies its armor check penalty on attack rolls and on all Strength- and Dexterity-based ability checks and skill checks.

Special: As a variant rule, the DM can allow fighters to choose one free Exotic Shield Proficiency feat instead of the Tower Shield Proficiency feat they receive at 1st level. A fighter may select Exotic Shield Proficiency as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

EXTRA SILENCE [RACIAL]

You can generate a field of silence more often than other whisper gnomes can.

Prerequisite: Whisper gnome.

Benefit: You can use your racial *silence* spell-like ability a number of times per day equal to 3 + your Charisma bonus.

Normal: A whisper gnome can normally use his *silence* spell-like ability once per day.

Special: You can take this feat more than once. Each time you take it after the first, you gain three additional uses of your *silence* ability per day.

FLING ALLY [GENERAL]

You can launch your comrades into the air as if they were thrown weapons.

Prerequisites: Str 19, Rock Hurling or racial ability to throw rocks, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: You can pick up an ally at least one size category smaller than you and throw him toward a specific square up to five range increments away.

It takes a move action to pick up an ally and a standard action to throw that ally.

You make a ranged touch attack (against AC 5) to throw the ally to the chosen square.

If the touch attack hits, the ally lands in the square you designate.

If the touch attack is a miss, randomly determine in which square the ally lands, using the Missing with a Thrown Weapon diagram on page 158 of the *Player's Handbook*.

If the ally lands in a square that is occupied, she lands prone in that square.

In any case, the ally doesn't provoke attacks of opportunity for this movement.

Allies one size category smaller than you have a range increment of 5 feet, while allies two size categories or more smaller than you have a range increment of 15 feet.

If you have the Improved Rock Hurling feat or the racial ability to throw rocks, the range increments improve to 20 feet and 40 feet respectively.

Goliaths are treated as Large creatures for the purpose of this feat, allowing them to fling Medium allies with a range increment of 5 feet and Small or smaller allies with a range increment of 15 feet.

You must be strong enough to lift the ally over your head (the ally's weight cannot exceed your character's maximum load) to throw her.

See page 162 of the *Player's Handbook* for more information on carrying capacity and maximum load.

FLING ENEMY [GENERAL]

When you're wrestling a foe, you can lift him into the air and hurl him.

Prerequisites: Str 19, Rock Hurling or racial ability to throw rocks, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: When you're grappling a foe, you can fling that foe away from you with a successful grapple check.

Flinging the enemy requires a standard action.

For every 5 points by which your grapple check beats your foe's grapple check or Escape Artist check, you can throw that foe 10 feet.

Your foe lands prone in the square you designate.

You can't throw a foe farther than you could throw an ally (as described in the Fling Ally feat).

You must be strong enough to lift an enemy over your head (the enemy's weight cannot exceed your character's maximum load) to throw him.

See page 162 of the *Player's Handbook* for more information on carrying capacity and maximum load.

The enemy does not provoke attacks of opportunity for this movement.

FOCUSED SHIELD [PSIONIC]

Your mental focus makes you more adept at using your shield.

Prerequisite: Shield Proficiency.

Benefit: While you are psionically focused and holding a ready shield with which you are proficient, the AC bonus provided by your shield increases by 1.

GNOME FOE KILLER [RACIAL]

Your battle techniques against your racial foes improve.

Prerequisite: Gnome.

Benefit: You gain a +2 racial bonus on weapon damage rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).

GOAD [GENERAL]

You are skilled at inducing opponents to attack you.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: As a move action, you may goad an opponent that threatens you, has line of sight to you, can hear you, and has an Intelligence of 3 or higher.

(The effect is a mind-affecting ability).

When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier).

If the opponent fails its save, you are the only creature it can make melee attacks against during this turn.

(If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it may make any remaining melee attacks against other foes, as normal).

A goaded creature can still cast spells, make ranged attacks, move, or perform other actions normally.

The use of this feat restricts only melee attacks.

Special: A fighter may select Goad as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

GREATER HEAVY ARMOR OPTIMIZATION [GENERAL]

You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.

Prerequisites: Armor Proficiency (heavy), Heavy Armor Optimization, base attack bonus +8.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1.

Both of these effects stack with the benefit of the Heavy Armor Optimization feat, for a total lessening of the armor check penalty by 3 and a total increase to the armor bonus of 2.

Special: A fighter may select Greater Heavy Armor Optimization as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

HEAVY ARMOR OPTIMIZATION [GENERAL]

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

Prerequisites: Armor Proficiency (heavy), base attack bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

Special: A fighter may select Heavy Armor Optimization as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

HEAVY LITHODERMS [RACIAL]

You have stony growths on your skin that afford you protection against attacks.

Prerequisite: Goliath.

Benefit: You gain a +1 natural armor bonus.

IMPROVED ROCK HURLING [GENERAL]

Your accuracy and effectiveness with thrown rocks improves.

Prerequisites: Str 23, Rock Hurling, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: You can hurl rocks weighing 40 to 50 pounds (Small objects) with a range increment of 80 feet.

The rocks deal 2d6 points of damage plus your Strength modifier.

Rocks have a maximum range of five range increments. Additionally, you gain a +1 bonus on attack rolls when throwing rocks.

IMPROVED WEAPON FAMILIARITY [GENERAL]

You are familiar with all exotic weapons common to your people.

Prerequisite: Base attack bonus +1.

Benefit: You treat all the exotic weapons associated with your race as martial weapons rather than as exotic weapons.

A weapon is treated as being associated with a race if the race's name appears as part of the weapon's name, such as the gnome swordcatcher (see page 155) or the dwarven urgrosh.

Normal: Without this feat, a character must select the Exotic Weapon Proficiency feat (or have the appropriate weapon familiarity as a racial trait) to eliminate the nonproficiency penalty he takes when wielding an exotic weapon associated with his race.

Special: A fighter may select Improved Weapon Familiarity as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

INSPIRE SPELLPOWER [BARDIC MUSIC]

You can use your bardic music to increase the power of your allies' spells.

Prerequisites: Perform (any one) 8 ranks, bardic music.

Benefit: You gain an additional bardic music ability called inspire spellpower.

Inspire Spellpower (Su): As a standard action, you can use music or poetics to inspire the spellcasting of allied spellcasters, making their spells more powerful.

To be affected, an ally must be able to hear you perform.

The effect lasts for as long as the ally hears you sing and for 5 rounds thereafter.

The affected allies' effective caster level is increased by 1.

You cannot inspire spellpower in yourself.

Inspire spellpower is a mind-affecting ability.

Special: Inspire spellpower follows all the normal rules of the bardic music ability, including using one of the character's daily uses of the ability.

INVEST ARMOR [PSIONIC]

You can charge your armor with additional protective qualities.

Prerequisite: Proficiency with armor worn.

Benefit: You can expend your psionic focus to increase the armor bonus of the armor you're wearing by 3.

Using this feat is an immediate action (it can be used on another creature's turn) in reaction to being the target of an attack.

You must decide whether or not to use this feat before the result of your opponent's attack roll is determined.

KNOCKBACK [GENERAL]

By putting your bulk behind a blow, you can push your enemy backward.

Prerequisites: Improved Bull Rush, Power Attack, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: If you score a hit while you are using the Power Attack feat, you can make a free bull rush attempt against the foe you hit, applying the number by which you reduced your attack roll as a bonus on the opposed Strength check (as well as on the damage you deal).

If you hit with a two-handed weapon, you can apply double that number on the opposed Strength check.

Unlike standard bull rush attempts, knockback attempts don't provoke attacks of opportunity, and you don't move with the enemy you knock backward.

Bull rush rules can be found on page 154 of the *Player's Handbook*.

Special: A fighter may select Knockback as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

MARKINGS OF THE BLESSED [RACIAL]

Your skin markings shift into a pattern that resists a wide array of harmful effects in times of trouble.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when attempting any saving throw and use either of the two results.

MARKINGS OF THE HUNTER [RACIAL]

Your skin markings shift into a pattern that makes you hard to get the drop on.

Prerequisites: Goliath, Auspicious Marking.

Benefit: You can roll a second d20 when making an initiative check and use either of the two results.

MARKINGS OF THE MAGI [RACIAL]

Your skin markings shift into a pattern that denotes you as having strong magical talent.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when attempting a caster level check and use either of the two results.

MARKINGS OF THE MAKER [RACIAL]

Your skin markings shift into a pattern that gives you fate's edge when using skills.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when attempting any skill check and use either of the two results.

MARKINGS OF THE WARRIOR [RACIAL]

Your skin markings have shifted over time into a pattern that gives you fate's deathly accuracy in times of trouble.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when making an attack roll and use either of the two results.

METAMAGIC SONG [BARDIC MUSIC]

You can channel the power of your bardic music into your magic, allowing you to pay the cost of metamagic feats by spending uses of your bardic music ability.

Prerequisites: Any two metamagic feats, bardic music.

Benefit: When you spontaneously cast an arcane spell that is enhanced by a metamagic feat, you can spend a number of uses of your bardic music ability equal to the number of extra levels that the metamagic feat imposes on the spell rather than raising the spell's effective level. Applying metamagic spontaneously using this method increases the casting time of the spell normally. You cannot use the Metamagic Song feat to add metamagic feats that would make the spell's effective level higher than the highest level of spell that you can cast normally.

Special: When applying a metamagic feat to a spell, you must either use Metamagic Song to completely offset the increase in the spell's effective level or apply the metamagic feat normally and cast the spell at its higher level.

You cannot partially increase the level of the spell (or "split" the cost) to reduce the number of uses of bardic music spent when using the Metamagic Song feat.

Only one method can be used to pay for metamagic feats that affect a single spell.

You cannot use the Metamagic Song feat to improve a spell with the Silent Spell metamagic feat.

MISLEADING SONG [BARDIC MUSIC]

You can channel the power of your bardic music to temporarily increase the power of your illusion spells.

Prerequisites: Perform (any one) 5 ranks, Spell Focus (illusion), bardic music.

Benefit: As you cast an illusion spell, you can spend one daily use of your bardic music ability to increase the caster level and the saving throw DC of that spell by 1. These bonuses stack with those provided by other feats, such as Spell Focus.

MORADIN'S SMILE [RACIAL]

Through the favor of Moradin, you are skilled at interacting with others.

Prerequisite: Dwarf.

Benefit: You gain a +2 bonus on all Charisma-based skill checks.

MOUNTAIN WARRIOR [GENERAL]

You are adept at fighting on the uneven ground of mountainous terrain.

Prerequisites: Survival 5 ranks, base attack bonus +3.

Benefit: When you make a melee attack from higher ground than your opponent, you gain a +1 bonus on your damage roll.

When you make a ranged attack from higher ground than your target, you gain a +1 bonus on your attack roll.

When an opponent attacks you in melee from higher ground, the opponent does not gain a +1 bonus on its attack roll.

You gain a +2 bonus on all Balance checks made when moving on steep slopes (see page 89 of the *Dungeon Master's Guide*).

Normal: A character who makes melee attacks from higher ground gains a +1 bonus on attack rolls.

Ranged attacks made from higher ground do not receive any bonus.

Special: A fighter may select Mountain Warrior as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

NATURAL TRICKSTER [RACIAL]

You have greater natural access to your race's powers of illusion.

Prerequisites: Gnome, Cha 13.

Benefit: You gain the ability to use one of the following spells once per day as a spell-like ability: *disguise self*, *silent image*, or *ventriloquism*.

Caster level 1st; save DC 10 + your Cha modifier + spell level.

Special: This feat can be taken as many as three times. Each time, you select a different spell and gain one daily use of that spell.

PIERCE THE DARKNESS [DIVINE]

You can channel positive energy to temporarily increase the range of your darkvision.

Prerequisites: Ability to turn undead, darkvision.

Benefit: As a standard action, spend one of your turn undead attempts to double the range of your darkvision. This increase lasts for a number of minutes equal to your character level.

PIERCING SIGHT [RACIAL]

Your fundamental familiarity with illusions allows you to better recognize them.

Prerequisite: Gnome.

Benefit: You gain a +4 bonus on saving throws made to disbelieve illusions (any illusion spell or effect with “disbelief” in the saving throw entry).

POWERFUL WILD SHAPE [WILD]

You retain your powerful build while in wild shape form.

Prerequisites: Wild shape, powerful build racial trait.

Benefit: As a standard action, you can spend one of your uses of wild shape to assume a powerfully built version of a creature you can normally wild shape into.

While in this form, you retain the benefits of your powerful build racial ability and are considered one size category larger than normal for many effects (see the goliath racial traits on page 56 for details on powerful build).

While using Powerful Wild Shape, you deal damage with your natural attacks as if you were one size category large (see the Improved Natural Attack feat on page 304 of the *Monster Manual*).

RAMPAGING BULL RUSH [GENERAL]

You can use brute force to slam into and knock down your enemies.

Prerequisites: Improved Bull Rush, rage ability, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: While in a rage, you can attempt to knock down any creature that you successfully bull rush (that is, that you push back at least 5 feet with a bull rush attempt). You take a –4 penalty on your Strength check to bull rush the opponent, but if you win, the opponent is knocked prone at the end of the bull rush.

Bull rush rules can be found on page 154 of the *Player's Handbook*.

RECKLESS RAGE [GENERAL]

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisites: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional –2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution.

These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

ROCK HURLING [GENERAL]

You can throw rocks like a giant can.

Prerequisites: Str 19, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: You can hurl rocks weighing 40 to 50 pounds (Small objects) with a range increment of 15 feet. The rocks deal 2d6 points of damage plus your Strength modifier.

Rocks have a maximum range of five range increments.

Normal: As an improvised weapon, a 40- to 50-pound rock deals 2d6 points of damage with a range increment of 5 feet, and such a rock can be thrown only as a full-round action.

A character without the Rock Hurling feat is considered to be nonproficient, taking a –4 penalty on the attack roll.

ROOTS OF THE MOUNTAIN [DIVINE]

You can channel energy to make yourself immovable.

Prerequisites: Ability to rebuke earth creatures, stability racial trait.

Benefit: As a standard action, spend one of your rebuke earth creatures attempts to root yourself to the spot where you stand.

You automatically win an opposed Strength check when an opponent attempts to bull rush or trip you.

A creature with the improved grab ability must move into your space to grapple you, since it cannot pull you into its space.

If you are grappling, you automatically win an opposed grapple check when an opponent tries to move you.

No spell or other effect can force you to move.

If you become frightened or panicked, you experience the full effect of the fear but do not run away.

You cannot move, even to make a 5-foot step, while this ability is in effect.

This ability lasts for a number of rounds equal to your character level, but you can end it at any time as a free action.

Special: You must be touching the ground to use this feat.

SHIELDED AXE [STYLE]

You have mastered the style of fighting with a dwarven waraxe and a handaxe while keeping a buckler strapped to your off hand, and you have learned to use this unusual combination of weapons and buckler to protect yourself while wielding both axes effectively.

Prerequisites: Proficiency with dwarven waraxe, proficiency with handaxe, Shield Proficiency, Two-Weapon Fighting.

Benefit: When you make a full attack with your dwarven waraxe in your main hand and your handaxe in your off hand, you can still gain the shield bonus for a buckler strapped to your off hand.

In addition you do not take the usual –1 penalty to attack rolls when using a buckler.

SHIELDED CASTING [GENERAL]

You are skilled at covering yourself with your shield when casting spells in combat.

Prerequisites: Concentration 5 ranks, Combat Casting, Shield Proficiency.

Benefit: As long as you have a light shield, heavy shield, or tower shield ready, you do not provoke attacks of opportunity for casting spells in combat.

SHIELDED MANIFESTING [GENERAL]

You are skilled at covering yourself with your shield when manifesting psionic powers in combat.

Prerequisites: Concentration 5 ranks, Combat Manifesting, Shield Proficiency.

Benefit: As long as you have a light, heavy, or tower shield ready, you do not provoke attacks of opportunity for manifesting psionic powers in combat.

SILENCING STRIKE [RACIAL]

You can infuse your sneak attacks with the magical essence of silence.

Prerequisites: Whisper gnome, sneak attack ability.

Benefit: You can use one of the daily uses of your *silence* spell-like ability to turn a sneak attack into a silencing strike.

You must declare the use of this feat before you make your attack roll.

If you hit your target with a melee attack and successfully deal sneak attack damage, a field of supernatural silence also surrounds the target.

The effect of this field of silence is identical to that of the spell of the same name, except that there is no saving throw to resist this effect.

The silence lasts for a number of rounds equal to your character level.

You can dismiss the field as a standard action.

SPELLRAZOR [STYLE]

You have mastered the style of combining a gnome quickrazor with spellcasting.

Prerequisites: Concentration 5 ranks, Combat Casting, Exotic Weapon Proficiency (gnome quickrazor), Two-Weapon Fighting.

Benefit: As a full-round action, you can cast a melee touch attack spell, attack with the spell, and make an offhand attack with your gnome quickrazor.

STEADY CONCENTRATION [GENERAL]

You are an expert at avoiding distractions and focusing your mind, and you can concentrate clearly even in the most stressful conditions.

Prerequisite: Concentration 8 ranks.

Benefit: You can always take 10 on Concentration checks, even when conditions would not normally allow you to do so.

Normal: A character cannot take 10 on any skill check if distracted or threatened, such as during combat.

STEADY MOUNTAINEER [GENERAL]

You are so good at climbing cliffs and leaping across crevasses that distractions don't affect you.

Prerequisite: Goliath, or Climb 8 ranks and Jump 8 ranks.

Benefit: You can always take 10 on Climb and Jump checks, even when conditions would not normally allow you to do so.

Normal: A character cannot take 10 on any skill check if distracted or threatened, such as during combat.

STONE RAGE [GENERAL]

Your bond with the earth and tough hide makes it easier for you to shrug off blows while you are raging.

Prerequisites: Con 13, Wis 13, Earth Sense, rage ability.

Benefit: As long as you are touching the ground when you begin your rage, you gain a +1 enhancement bonus to natural armor for the duration of the rage.

STONEBACK [GENERAL]

You have studied the techniques of fighting underground, and you can protect yourself from the dangers of multiple attackers whenever you can put your back to a solid wall.

Prerequisites: Shield Proficiency, Tunnel Fighting.

Benefit: If you have a ready shield with which you are proficient and one side of your space is entirely in contact with a solid wall, you cannot be flanked.

Special: A fighter may select Stoneback as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

STONE FORM [WILD]

You can use wild shape to assume a rock-like form.

Prerequisites: Con 13, wild shape ability.

Benefit: As a standard action, you can spend one of your uses of wild shape to assume a stony and rock-like form. While in this form, you gain a +4 bonus on Fortitude saves against poison.

Your natural armor bonus becomes +4 (replacing any natural armor bonus you normally have, though you retain any enhancement bonus to natural armor).

You also gain a slam attack that deals bludgeoning damage equal to a morningstar appropriate to your size (2d6 points for Large characters, 1d8 points for Medium characters, 1d6 points for Small characters).

Normal: Without this feat, a druid can only use wild shape to assume the form of an animal, plant, or elemental.

TITAN FIGHTING [RACIAL]

You have been trained to fight larger creatures, and you are adept at dodging their attacks.

Prerequisites: Dodge, racial dodge bonus to Armor Class against monsters of the giant type.

Benefit: When you designate a creature at least one size category larger than you as the target of your Dodge feat, you apply your racial dodge bonus to Armor Class against monsters of the giant type against attacks from that opponent (regardless of its creature type) instead of the +1 bonus granted by the Dodge feat.

Special: A fighter may select Titan Fighting as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

TRIVIAL KNOWLEDGE [RACIAL]

You have the ability to dredge up obscure knowledge in appropriate situations.

Prerequisites: Gnome, Int 13.

Benefit: Whenever you make a Knowledge check or a bardic knowledge check, roll twice and use the better of the two results.

TUNNEL FIGHTING [GENERAL]

You are adept at maneuvering and fighting in tight spaces and underground passages.

Prerequisites: Base attack bonus +1.

Benefit: You do not take a penalty on your attack rolls or to Armor Class when squeezing into or through a tight space.

Normal: Each movement into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space a character takes a -4 penalty on attack rolls and a -4 penalty to AC.

See page 148 of the *Player's Handbook* for more information on squeezing through tight spaces.

Special: A fighter may select Tunnel Fighting as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

TUNNEL RIDING [GENERAL]

You are particularly adept at maneuvering mounts through tight spaces and underground passages.

Prerequisites: Mounted Combat, Tunnel Fighting.

Benefit: You and your mount do not take penalties on attack rolls or to Armor Class when squeezing into or through tight spaces.

You can fight in any space large enough for the mount to squeeze through.

See page 148 of the *Player's Handbook* for more information on squeezing through tight spaces.

Your having this feat does not allow a mount to squeeze through a space it would not normally be able to pass through.

TURTLE DART [STYLE]

You have mastered the style of fighting with a short sword while wearing extremely heavy armor and carrying a large shield.

Prerequisites: Exotic Armor Proficiency (battle plate or mountain plate), Exotic Shield Proficiency (extreme shield) or Tower Shield Proficiency, Weapon Focus (short sword).

Benefit: To gain the benefit of this feat, you must be wearing exotic heavy armor and carrying an extreme shield or tower shield.

When using this style, you do not provoke attacks of opportunity for moving away from any creature that you attack with your short sword in the same round.

SIDEBAR FEATS

LEADERSHIP FEAT OPTIONS []

TABLE 7-6: EARTH COHORTS

Creature	Alignment	Level Equivalent
Earth elemental, Small	Neutral	5th
Earth elemental, Medium	Neutral	8th
Earth elemental, Large	Neutral	13th
Earth mephitis	Neutral	6th
Gargoyle	Chaotic evil	9th
Xorn, minor	Neutral	7th
Xorn, average	Neutral	12th

RACES OF THE DRAGON (3.5)

MAIN SECTION FEATS

ACCELERATE METAMAGIC []

You can apply a selected metamagic feat to your spells more quickly than normal.

Prerequisites: Dragonblood subtype, Spellcraft 4 ranks, any metamagic feat, ability to spontaneously cast 1st-level spells.

Benefit: Choose a metamagic feat you know.

You can apply the selected metamagic feat to any spontaneously cast spell without increasing the casting time.

Normal: Without this feat, metamagic spells with a normal casting time of 1 standard action take a full-round action for spontaneous casters.

Metamagic spells with a casting time of longer than 1 standard action take spontaneous casters an extra full-round action to cast.

Special: You can gain Accelerate Metamagic multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new metamagic feat.

DRAGON BREATH []

You can use your breath weapon as often as a normal dragon.

Prerequisites: Half-dragon, 6 HD, breath weapon.

Benefit: You can use your breath weapon every 1d4 rounds.

Normal: A half-dragon's breath weapon can only be used once per day.

DRAGON TAIL []

Your draconic ancestry manifests as a muscular tail you can use in combat.

Prerequisites: Dragonblood subtype, 1st level only.

Benefit: You have a tail that you can use to make a secondary natural attack in combat.

This attack deals bludgeoning damage according to your size, as shown on the table below. If you already have a tail slap attack when you take this feat, use the value from the table or your existing damage value, whichever is greater.

Size	Tail Slap Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special: Unlike most feats, this feat must be taken at 1st level, during character creation.

DRAGON TRAINER []

Your draconic nature gives you special insight into training dragons and draconic creatures.

Prerequisites: Dragonblood subtype, Handle Animal 4 ranks, Speak Language (Draconic).

Benefit: You can use your Handle Animal skill to handle and train dragons with Intelligence scores of 6 or lower as if they were animals.

You can also handle, train, and rear animals with the draconic template as if they were animals (rather than magical beasts).

Even with this feat, dragons can't be reared with the Handle Animal skill.

(For information on rearing dragons, see page 13 of *Draconomicon*).

Normal: Without this feat, only animals and magical beasts with Intelligence scores of 1 or 2 can be handled and trained with the Handle Animal skill, and using Handle Animal on a magical beast is done with a -4 penalty on the check.

DRAGON WINGS []

Your draconic ancestry manifests as a pair of wings that aid your jumps and allow you to glide.

Prerequisites: Dragonblood subtype, 1st level only.

Benefit: You have wings that aid your jumps, granting a +10 racial bonus on Jump checks.

In addition, you can use your wings to glide, negating damage from a fall from any height and allowing 20 feet of forward travel for every 5 feet of descent.

You glide at a speed of 30 feet with average maneuverability.

Even if your maneuverability improves, you can't hover while gliding.

You can't glide while carrying a medium or heavy load.

If you become unconscious or helpless while in midair, your wings naturally unfurl, and powerful ligaments stiffen them.

You descend in a tight corkscrew and take only 1d6 points of falling damage, no matter what the actual distance of the fall.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation.

A kobold with the Dragonwrought feat can take this feat at 3rd level.

DRAGONWROUGHT []

You were born a dragonwrought kobold, proof of your race's innate connection to dragons.

Prerequisites: Kobold, 1st level only.

Benefit: You are a dragon wrought kobold.

Your type is dragon rather than humanoid, and you lose the dragonblood subtype.

You retain all your other subtypes and your kobold racial traits.

Your scales become tinted with a color that matches that of your draconic heritage.

As a dragon, you are immune to magic sleep and paralysis effects.

You have darkvision out to 60 feet and low-light vision.

You gain a +2 racial bonus on the skill indicated for your draconic heritage on the table on page 103.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation.

Having this feat allows you to take the Dragon Wings feat at 3rd level.

EXTRAORDINARY TRAPSMITH []

You are an expert at constructing mechanical traps.

Prerequisite: Craft (trapmaking) 9 ranks.

Benefit: When you determine the cost of raw materials and the time required to create a mechanical trap, reduce the base price by 25%.

Special: A kobold who selects this feat can instead reduce the base price by 50% for determining raw materials and time required to create a mechanical trap.

HEAVYWEIGHT WINGS []

Your superior strength allows you to fly while heavily burdened.

Prerequisites: Str 15, Reinforced Wings, wings and a glide or fly speed.

Benefit: You can fly with heavy armor or a heavy load.

Your speed is still reduced by encumbrance due to armor or total weight.

Normal: Flying creatures can't fly in heavy armor or carrying a heavy load.

IMPROVED DRAGON WINGS []

Your draconic wings now grant you flight.

Prerequisites: Dragonblood subtype, Dragon Wings, 6 HD.

Benefit: You can fly at a speed of 30 feet (average maneuverability).

You can't fly while carrying a medium or heavy load or while fatigued or exhausted.

You can safely fly for a number of consecutive rounds equal to your Constitution modifier (minimum 1 round). You can exert yourself to fly for up to twice as long, but then you're fatigued at the end of the flight. You are likewise fatigued after spending a total of more than 10 minutes per day flying. Because you can glide before, after, and between rounds of actual flight, you can remain aloft for extended periods, even if you can only use flight for 1 round at a time without becoming fatigued. When you reach 12 HD, you have enough stamina and prowess to fly for longer periods. You can fly at a speed of 30 feet (average maneuverability), and flying requires no more exertion than walking or running. You can make a dive attack. A dive attack works like a charge, but you must fly a minimum of 30 feet and descend at least 10 feet. You can make a dive attack only when wielding a piercing weapon; if the attack hits, it deals double damage. You can use the run action while flying, provided you fly in a straight line.

KOBOLD ENDURANCE []

Thanks to your race's determination, you are capable of amazing feats of strength and stamina.

Prerequisite: Kobold.

Benefit: You gain a +4 bonus on all Strength and Constitution ability checks, but not on Strength- or Constitution-based skill checks.

You also gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Fortitude saves made to avoid nonlethal damage from hot or cold environments, Fortitude saves made to resist damage from suffocation, and grapple checks made to escape a grapple or pin.

Also, you can sleep in medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium armor is automatically fatigued the next day.

Special: A kobold who would gain Endurance as a bonus feat can choose Kobold Endurance in its place.

Kobold Endurance counts as the Endurance feat for the purpose of meeting a prerequisite for a feat, prestige class, or special ability.

KOBOLD FOE STRIKE []

You are more effective in combat against your racial enemies.

Prerequisite: Kobold.

Benefit: When you hit a dwarf, fey, or gnome with a melee attack, you deal an extra 1d6 points of damage if you flank the creature, or if it is flat-footed.

Creatures immune to extra damage from critical hits or sneak attacks are not subject to this extra damage.

Any creature with concealment is immune to this extra damage.

Special: A kobold fighter can select Kobold Foe Strike as one of his fighter bonus feats.

PRACTICAL METAMAGIC []

You can apply a selected metamagic feat to your spells more easily.

Prerequisites: Dragonblood subtype, Spellcraft 8 ranks, any metamagic feat, ability to spontaneously cast 3rd-level spells.

Benefit: Choose a metamagic feat you know.

When applying the chosen metamagic feat to a spontaneously cast spell, the spell uses a spell slot one level lower than normal for the applied metamagic feat, to a minimum of one level higher than a spell's normal level.

For example, if you select Practical Metamagic (Empower Spell), you can apply the Empower Spell feat to any spell by using a spell slot one level higher rather than two.

Special: You can gain Practical Metamagic multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new metamagic feat.

REINFORCED WINGS []

You have strengthened the muscles of your wings.

Prerequisites: Str 13, wings and a glide or fly speed.

Benefit: You can fly in medium armor or with a medium load.

Your speed is still reduced by encumbrance due to armor or total weight.

Normal: Flying creatures can't fly in medium or heavy armor or when carrying a medium or heavy load.

VERSATILE SPELLCASTER []

You can use two lower-level spell slots to cast a spell one level higher.

Prerequisite: Ability to spontaneously cast spells.

Benefit: You can use two spell slots of the same level to cast a spell you know that is one level higher.

For example, a sorcerer with this feat can expend two 2nd-level spell slots to cast any 3rd-level spell he knows.

WYRMGRAFTER [ITEM CREATION]

You can apply draconic grafts to other living creatures or to yourself.

Prerequisites: Heal 10 ranks, Knowledge (arcana) 5 ranks.

Benefit: You can create draconic grafts and apply them to other living creatures or to yourself.

Creating a draconic graft takes one day for each 1,000 gp in its price.

To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half this price.

Draconic grafts are described beginning on page 126.

BREATH CHANNELING FEATS

ENTANGLING EXHALATION [BREATH]

You can use your breath weapon to create an entangling mesh of energy.

Prerequisites: Dragonblood subtype, breath weapon.

Benefit: When you use your breath weapon, you can choose to enmesh all creatures in its area instead of producing its normal effect.
Your breath weapon deals only half its normal damage; however, any creature that takes damage from your breath weapon becomes entangled and takes an extra 1d6 points of damage, of the same energy type as normally dealt by your breath weapon, each round at the start of your turn. This effect lasts for 1d4 rounds.
If your breath weapon doesn't deal energy damage, creatures damaged by the initial breath are still entangled but don't take additional damage on later rounds.

EXHALED BARRIER [BREATH]

You can use your breath weapon to create a wall of energy.
Prerequisites: Dragonblood subtype, breath weapon.
Benefit: When you use your breath weapon, you can choose to create a 10-foot-by-10-foot vertical plane of energy instead of producing its normal effect.
The opaque wall's near endpoint begins at any corner of your space and extends in a straight line for 10 feet or until it contacts a solid surface.
The wall lasts for 1d4 rounds.
Any creature passing through the wall takes damage equal to that normally dealt by your breath weapon.
If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Either way, a successful Reflex save (DC 10 + 1/2 your HD + your Con modifier) halves this damage.
If your breath weapon doesn't deal energy damage, the wall deals fire damage.
If your breath weapon doesn't deal damage, the wall deals 2d6 points of fire damage.

EXHALED IMMUNITY [BREATH]

You can use your breath weapon to grant a willing creature immunity to energy.
Prerequisites: Dragonblood subtype, breath weapon.
Benefit: When you use your breath weapon, instead of producing its normal effect, you can choose to grant one willing creature adjacent to you immunity to the energy type of your breath weapon.
If your breath weapon doesn't deal energy damage, this feat grants immunity to fire.
This immunity lasts for 1d4 rounds.
You can't use this feat on yourself.

EXTRA EXHALATION [BREATH]

You can use your breath weapon one more time per day than normal.
Prerequisites: Dragonblood subtype, breath weapon with limited uses per day.
Benefit: You can use your breath weapon one additional time per day.
The interval you must wait between breaths is 1d4 rounds.
Special: You can gain this feat multiple times.
Each time you take it, you can breathe one additional time per day.

FURIOUS INHALATION [BREATH]

While raging, you can use your breath weapon to deal energy damage with your bite attacks.
Prerequisites: Dragonblood subtype, Con 13, ability to rage or frenzy, bite attack, breath weapon.
Benefit: When you enter a rage or frenzy, you can channel one use of your breath weapon inward to add energy damage to your bite attacks.
Activating this ability is a free action; the effect lasts until your rage ends or until you use your breath weapon again. While this feat is in effect, your bite attacks deal an extra 2d6 points of energy damage, matching the energy type of your breath weapon.
If your breath weapon doesn't deal energy damage, this damage is fire damage.

DRACONIC FEATS

DRACONIC ARCANE GRACE [DRACONIC]

You can convert some of your arcane spell energy into a saving throw bonus.
Prerequisites: Draconic Heritage, sorcerer level 1st.
Benefit: As an immediate action (see page 122), you can give up an arcane spell slot to gain a bonus on all saving throws until the start of your next turn.
The bonus equals the level of the spell slot used.
You can declare that you are using this ability after you have rolled a save, but you must do so before the DM reveals whether the saving throw succeeded or failed.

DRACONIC BREATH [DRACONIC]

You can convert some of your arcane spell energy into a breath weapon.
Prerequisites: Draconic Heritage, sorcerer level 1st.
Benefit: As a standard action, you can convert an arcane spell slot into a breath weapon.
The breath weapon is a 30-foot cone (cold or fire) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell slot you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.
Special: If the breath weapon of your draconic forebears does not deal acid, cold, electricity, or fire damage, you choose from among the four energy types mentioned above.

DRACONIC CLAW [DRACONIC]

You develop natural weapons like those of your draconic ancestors.
Prerequisite: Draconic Heritage, sorcerer level 1st.
Benefit: You gain a claw attack.
You can make a natural attack with two claws, dealing damage based on your size as if you were truly a dragon (Small 1d4, Medium 1d6, Large 1d8).
In any round when you cast a spell with a casting time of 1 standard action, you can make a single claw attack at your full attack bonus as a swift action (see page 122) against an opponent you threaten.

DRACONIC FLIGHT [DRACONIC]

The secret of draconic flight has been revealed to you, granting you the ability to fly occasionally.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

DRACONIC HERITAGE [DRACONIC]

You have a greater connection with your draconic bloodline than others of your kind.

Prerequisite: Sorcerer level 1st.

Benefit: You gain the dragonblood subtype. Choose one kind of dragon from the list in the accompanying table.

This is your draconic heritage, which can only be changed by undergoing the Rite of Draconic Affinity (see page 59). Half-dragons must choose the same dragon kind as their dragon parent.

When you declare your draconic heritage, you gain the skill indicated on the table as a sorcerer class skill.

In addition, you gain a bonus equal to the number of draconic feats you have on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with a descriptor that matches the corresponding entry in the accompanying table.

Special: With your DM's permission, you can choose a draconic heritage associated with a kind of dragon not found in the *Monster Manual*.

See below for details.

DRACONIC HERITAGE, DRAGONWROUGHT, AND DRACONIC LEGACY OPTIONS

Dragon Kind	Descriptor or Subschool	Class Skill	Spells Known
Amethyst ^{MM2}	Force	Diplomacy	Delay poison, invisibility, suggestion
Battle ^{Dr}	Sonic	Perform	Aid, heroism, protection from evil
Black ^{MM}	Acid	Hide	Charm animal (snakes and lizards only), deeper darkness, insect plague
Blue ^{MM}	Electricity	Hide	Major image, mirage arcana, ventriloquism
Brass ^{MM}	Fire	Gather Information	Control winds, endure elements, tongues
Bronze ^{MM}	Electricity	Survival	Control water (4th level), speak with animals, water breathing
Brown ^{Mon}	Acid	Listen	Create water, endure elements, disintegrate
Chaos ^{Dr}	Compulsion	Bluff	Entropic shield, mislead (6th level), protection from law
Chiang lung ^{OA}	None	Swim	Augury, bane, control water (4th level)
Copper ^{MM}	Acid	Hide	Silent image, stone shape, wall of stone
Crystal ^{MM2}	Cold	Diplomacy	Color spray, control winds, dominate person
Deep ^{Mon}	Charm	Spot	Alter self, freedom of movement, true seeing
Emerald ^{MM2}	Sonic	Knowledge (local)	Fog cloud, greater invisibility, legend lore
Ethereal ^{Dr}	None	Escape Artist	Blink, dimensional anchor, see invisibility
Fang ^{Dr, Mon}	None	Listen	Dispel magic, shield, telekinesis
Force ^{ELH}	Force	Spot	Blur, shield, Otiluke's resilient sphere
Gold ^{MM}	Fire	Heal	Bless, daylight, dispel evil
Green ^{MM}	Acid	Move Silently	Charm person, dominate person, plant growth
Howling ^{Dr}	Sonic	Survival	Confusion, gust of wind, Tasha's hideous laughter
Li lung ^{OA}	Earth	Hide	Stone shape (3rd level), sound burst, wall of stone
Lung wang ^{OA}	Fire	Swim	Obscuring mist, solid fog, suggestion
Oceanus ^{Dr}	Electricity	Swim	Control water (4th level), daze monster, detect evil
Pan lung ^{OA}	None	Diplomacy	Bane, major image, phantasmal killer
Platinum ^R	Any one energy type	Concentration	n/a
Prismatic ^{ELH}	Light	Diplomacy	Color spray, hypnotic pattern, rainbow pattern
Pyroclastic ^{Dr}	Fire or sonic	Listen	Produce flame (1st level), pyrotechnics, shout
Radiant ^{Dr}	Light	Spot	Daylight, remove paralysis, restoration
Red ^{MM}	Fire	Appraise	Detect secret doors, suggestion, true seeing
Rust ^{Dr}	None	Search	Lesser orb of acid (Complete Arcane page 115), rusting grasp, wall of iron
Sand ^{Sa}	Fire	Survival	Endure elements, haboob ^{Sa} , wall of sand ^{Sa}
Sapphire ^{MM2}	Electricity	Knowledge (dungeoneering)	Spider climb, stone shape, teleport
Shadow ^{Dr, Mon}	Energy drain	Escape Artist	Dimension door, mirror image, nondetection
Shen lung ^{OA}	Electricity	Spot	Bless, cone of cold, ice storm
Silver ^{MM}	Cold	Disguise	Air walk, feather fall, wind wall
Song ^{Mon}	Electricity	Perform (sing)	Light, tongues, true seeing
Styx ^{Dr}	Poison or disease	Swim	Feeblemind, fog cloud, stinking cloud
Tarterian ^{Dr}	Force	Escape Artist	Crushing despair (3rd level), freedom of movement, shield
T'ien lung ^{OA}	None	Diplomacy	Pyrotechnics, suggestion, control weather (6th level)
Tun mi lung ^{OA}	Electricity	Swim	Feather fall, fog cloud, control weather (6th level)
Topaz ^{MM2}	Cold	Swim	Darkness, lightning bolt, repulsion (6th level)
White ^{MM}	Cold	Hide	Obscuring mist, sleet storm, wall of ice
Yu lung ^{OA}	None	Swim	None

*Only a dragonborn character can select this draconic heritage.

Dr: Draconomicon
ELH: Epic Level Handbook
MM: Monster Manual
MM2: Monster Manual II

Mon: Monsters of Faerûn
OA: Oriental Adventures
Sa: Sandstorm

Draconic Heritage for All True Dragons

The table above provides the benefits of the Draconic Heritage feat for all the kinds of true dragons published in D&D products to date.

Many of the draconic bloodlines listed on the table don't grant a bonus on saves against effects of a particular energy type.

Instead, you gain a bonus on saves against spells and abilities associated with the effect (such as force for the Tarterian dragon) or subschool (such as compulsion for the chaos dragon) that matches the entry on the table, as well as

the normal bonus provided by the feat against magic sleep and paralysis effects.

Special: A character who chooses yu lung as his draconic heritage can, when he selects another draconic feat, choose to change his draconic heritage to any other lung dragon (chiang lung, li lung, lung wang, pan lung, shen lung, t'ien it can only be changed by undergoing the Rite of Draconic Affinity (see page 59).

DRACONIC LEGACY [DRACONIC]

You have realized greater arcane power through your draconic heritage.

Prerequisites: Any four draconic feats.

Benefit: Based on your draconic heritage, add the spells noted on the accompanying table to your list of spells known.

Each spell is added at the spell level where a spellcaster normally gains it unless otherwise indicated.

Special: With your DM's permission, you can choose a draconic legacy associated with a kind of dragon not found in the *Monster Manual*.

See the table on page 103 for details.

DRACONIC PERSUASION [DRACONIC]

Your arcane talents lend you a great deal of allure.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: After you cast an arcane spell, you gain a bonus equal to 1-1/2 times the spell's level on your next Bluff, Intimidate, or Perform check.

The check must be made before the end of the next round.

DRACONIC POWER [DRACONIC]

You have greater power when manipulating the energies of your heritage.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the descriptor or subschool associated with your draconic heritage.

Special: This feat works in conjunction with the Energy Substitution feat (*Complete Arcane*, page 79) as long as the substituted energy matches the energy type associated with your draconic heritage.

DRACONIC PRESENCE [DRACONIC]

When you use your magic, your mere presence can terrify those around you.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: Whenever you cast an arcane spell, opponents within 10 feet of and with fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast.

A Will save (DC 10 + level of the spell cast + your Cha modifier) negates the effect.

A successful save indicates that the opponent is immune to your draconic presence for 24 hours.

This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

DRACONIC RESISTANCE [DRACONIC]

Your bloodline hardens your body against effects related to the nature of your progenitor.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: You gain resistance to the energy type associated with your draconic heritage equal to three times the number of draconic feats you have, including draconic feats you take after gaining this feat.

Special: This feat grants no benefit to a character whose draconic heritage is not associated with an energy type, such as a sorcerer with pan lung heritage.

DRACONIC SKIN [DRACONIC]

Your skin takes on a sheen, luster, and hardness related to your draconic ancestor.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: Your natural armor bonus increases by 1.

DRACONIC TOUGHNESS [DRACONIC]

Your draconic nature reinforces your body as you embrace your heritage.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: When you take this feat, you gain 2 hit points for each draconic feat you have, including this one.

Whenever you take a new draconic feat, you gain 2 more hit points.

TACTICAL FEATS

SPELL REHEARSAL [TACTICAL]

Casting the same spell several times in a row or at the same target enables you to perfect it.

Prerequisite: Caster level 1st.

Benefit: The Spell Rehearsal feat enables the use of three tactical maneuvers.

You can only apply one maneuver at a time to a single spell.

Persistence: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows affected creatures or objects a saving throw. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings.

On the second and subsequent times you cast the spell, you add a cumulative +1 to the spell's save DC.

If you cast any other spell after starting to use this feat or take any other standard action, the persistence chain breaks and you must begin anew.

Refined Targeting: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that requires an attack roll to affect a target.

You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings.

On the second and subsequent times you cast the spell at the same target, you gain a cumulative +2 enhancement bonus on the attack roll to deliver the spell.

If you cast any spell that does not require an attack roll or take any other standard action, the refined targeting chain breaks and you must begin anew.

Persistent Targeting: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows a target to apply spell resistance to the effect.

You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings.

On the second and subsequent times you cast the spell at the same target, you gain a +2 bonus on caster level checks to overcome the target's spell resistance.

If you cast any other spell or take any other standard action, the persistent targeting chain breaks and you must begin anew.

Special: This benefit applies to spells you know or have prepared as well as spells cast from items such as wands and scrolls.

WING EXPERT [TACTICAL]

You can use your wings to create a variety of effects.

Prerequisites: Flyby Attack, wings and a glide or fly speed.

Benefit: The Wing Expert feat enables the use of three tactical maneuvers.

Wing Buffet: To use this maneuver, you must charge an opponent.

On the round after the charge, you can flutter your wings in a distracting manner while you make a melee attack or attacks against the same opponent you charged.

If that opponent fails a DC 20 Reflex save, you gain a +2 bonus for your turn on your melee attack rolls against the distracted opponent.

You cannot make a wing buffet again until after you make another charge.

Wing Defense: To use this maneuver, you must have taken the total defense action.

On the round after doing so, if you do not use your wings to fly, you can flutter your wings in such a way as to gain concealment for the round.

Wing Fan: To use this maneuver, you must have used at least one move action in the previous round to fly or glide at least 30 feet.

As a full-round action in the next round, you can use your wings to produce an effect identical to a *gust of wind* spell with a range of 30 feet.

Using this maneuver makes you fatigued.

You cannot use this maneuver if you are exhausted.

SIDEBAR FEATS

DRACONIC RESERVOIR []

You can cast your Draconic Rite of Passage spell-like ability more often than normal.

Prerequisite: Kobold, must have completed the Draconic Rite of Passage, 3 HD.

Benefit: You can cast your 1st-level sorcerer spell-like ability gained from Draconic Rite of Passage 3/day.

A kobold must complete the Searching for the Dragon meditation in order to recharge their spell-like ability, but does not have to increase the 15 minute duration for the additional castings.

Normal: The spell-like ability gained from Draconic Rite of Passage can only be cast 1/day.

RACES OF THE WILD (3.5)

MAIN SECTION FEATS

ABLE SNIPER []

You are accomplished at remaining unseen when you're sniping with a ranged weapon.

Prerequisites: Dex 13, Hide 5 ranks.

Benefit: You gain a +2 bonus on ranged attack rolls with a weapon made against flat-footed targets that are at least 30 feet away.

In addition, you gain a +4 bonus on Hide checks made to hide again after you have made an attack roll while hiding (see page 76 of the *Player's Handbook*).

AERIAL REFLEXES []

Your aerial agility allow you to avoid dangerous effects while airborne.

Benefit: While flying, you gain a bonus on Reflex saves based on your maneuverability.

Maneuverability	Bonus
Clumsy	+0
Poor	+1
Average	+2
Good	+3
Perfect	+4

AERIAL SUPERIORITY []

You can use your flying ability to gain an advantage against landbound foes or airborne foes that you can outmaneuver.

Benefit: While flying, you gain a +1 dodge bonus to Armor Class against opponents who cannot fly or have a lower maneuverability than you.

AGILE ATHLETE []

You rely on your agility to perform athletic feats, rather than brute strength.

Prerequisites: Climb 1 rank, Jump 1 rank.

Benefit: When making a Climb or Jump check, you use your Dexterity modifier for the check.

Normal: Without this feat, you use your Strength modifier for Climb and Jump checks.

BATTLE CASTING []

You have a knack for staying out of harm's way when casting spells.

Prerequisites: Dex 13, Concentration 5 ranks, Combat Casting.

Benefit: While casting a spell, you gain a +2 dodge bonus to your Armor Class.

The bonus lasts until the beginning of your next turn.

You cannot make attacks of opportunity while claiming the dodge bonus from this feat.

BORN FLYER []

You can fly as though born to do it.

Prerequisite: Dex 13.

Benefits: You gain a +4 competence bonus on saves or checks you make to maneuver in the air or to stay aloft. If you do not have a natural fly speed, this feat allows you to take feats that have a natural fly speed as a prerequisite.

CATFOLK POUNCE []

You can rush unaware foes and deliver several attacks before they have a chance to respond.

Prerequisite: Catfolk, Dex 13.

Benefit: If you use the charge action against a flat-footed opponent, you can make a full attack at the end of a charge.

Special: A catfolk fighter may select Catfolk Pounce as a bonus feat.

CENTAUR TRAMPLE []

You have trained to use your large body and unique physiology against your foes. Much like a humanoid knight mounted on a warhorse, you have learned how to knock down opponents and ride over them in combat.

Prerequisite: Centaur, Dex 15.

Benefit: When you attempt to overrun an opponent, your target may not choose to avoid you.

You may make one hoof attack against any target you knock down (remember that prone targets take a -4 penalty to Armor Class).

See Overrun, page 157 of the *Player's Handbook*.

Special: A centaur fighter may select Centaur Trample as a bonus feat.

The DM may make this feat available to other centaur-like races if they are available in your campaign.

COORDINATED STRIKE []

You and your animal companion or special mount can coordinate your melee attacks to gain an advantage in combat.

Prerequisites: Handle Animal 5 ranks, animal companion class feature or special mount class feature.

Benefit: During any round in which your animal companion or special mount makes a melee attack, you gain a +1 competence bonus on your attack rolls against the same target.

DALLAH THAUN'S LUCK []

You can rely on a good dose of luck to get you through almost any scrape.

Other halflings say the blessing of Dallah Thaun is upon you.

Prerequisites: Halfling, Cha 13.

Benefit: Once per day, you can opt to gain a +5 luck bonus on a single saving throw.

However, if you use this ability, you gain a -2 penalty on all other saving throws until sunrise the next morning.

DEFENSIVE ARCHERY []

You can avoid attacks of opportunity when making ranged attacks while threatened.

Prerequisite: Point Blank Shot.

Benefit: You gain a +4 dodge bonus to Armor Class against attacks of opportunity provoked when you make a ranged attack.

Special: A fighter may select Defensive Archery as one of his fighter bonus feats.

DIVING CHARGE []

You can dive down at a target to deal a devastating strike.

Benefit: When charging while flying, if you move at least 30 feet and descend at least 10 feet, you gain a bonus on your damage roll based on your fly speed.

(The damage bonus is based on your fly speed, not how far you have moved in your charge).

Fly Speed	Damage Bonus
30 feet or slower	+1d6
31 to 90 feet	+2d6
91 feet or faster	+3d6

In addition, after you make this attack you can choose, regardless of your maneuverability, to turn in place so that you are now flying parallel to the ground.

ELF DILETTANTE []

Throughout the long years of your life, you have developed a talent for doing just about anything.

Prerequisites: Elf, Int 13.

Benefit: You gain a +1 bonus on all untrained skill checks.

You can attempt untrained checks using skills that normally do not allow untrained use.

If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect.

Normal: Without any ranks in a skill, you can't attempt some skill checks.

EXPEDITIOUS DODGE []

You're good at avoiding attacks while moving quickly.

Prerequisite: Dex 13.

Benefit: When you move 40 feet or more in a single turn, you gain a +2 dodge bonus to your Armor Class until the beginning of your next turn.

Special: Expeditious Dodge can be used in place of the Dodge feat to qualify for a feat, prestige class, or other special ability.

A fighter may select Expeditious Dodge as one of his fighter bonus feats.

FLICK OF THE WRIST []

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You can use this feat only once per round and once per opponent during any single combat encounter.

FOCUSED MIND []

When you have the opportunity to concentrate on a task, you usually do very well at it.

Prerequisites: Elf, Concentration 2 ranks.

Benefit: When you take 10 or take 20 on an Intelligence check or Intelligence-based skill check, you gain a +2 bonus on the check.

GNOLL FEROCITY []

You embody the savage ferocity of your people.

When you fly into a berserk rage, you can bite opponents with your powerful jaws.

Prerequisites: Gnoll, rage or frenzy ability.

Benefit: When you use your rage ability, you gain a bite attack.

This attack deals 1d6 points of damage, scaling normally with size (see Table 5–1, page 296 of the *Monster Manual*), plus your Strength bonus.

Alternatively, you can make the bite attack as part of a full attack as a secondary weapon with a –5 penalty on the attack roll (your other attacks take no penalty), but in this case you only add half your Strength bonus on damage.

Special: The DM may make this feat available to other animal-headed races if they are available in your campaign.

IMPROVED FLIGHT []

You have gained greater maneuverability when flying than you would normally have.

Prerequisite: Natural fly speed.

Benefit: Your maneuverability while flying improves by one category (see page 312 of the *Monster Manual*).

For example, if your normal maneuverability is poor, it becomes average.

KILLOREN ANCIENT []

You favor the killoren aspect of the ancient.

Prerequisite: Killoren.

Benefit: When you are manifesting the aspect of the ancient (see page 103), you can spend 10 minutes of uninterrupted time communing with nature on a specific question.

After this time has passed, you can make a check using any Knowledge skill.

You gain a +4 insight bonus on this check; if successful, you learn answers as if you were trained in the skill, even if you have no ranks in the Knowledge skill in question.

KILLOREN DESTROYER []

You favor the killoren aspect of the destroyer.

Prerequisite: Killoren.

Benefit: When you are manifesting the aspect of the destroyer (see page 103), any foe struck by your killoren smite attack must succeed on a Will save (DC 10 + 1/2 your

character level + your Cha modifier) or be dazed for 1 round.

A foe who is not vulnerable to this smite attack is immune to the daze effect (that is, it only affects an aberration, construct, humanoid, ooze, outsider, or undead).

KILLOREN HUNTER []

You favor the killoren aspect of the hunter.

Prerequisite: Killoren.

Benefit: When you are manifesting the aspect of the hunter (see page 103), you can take a move action to pinpoint the location of any living creature within 30 feet, provided that you have line of effect to the creature, even if you cannot see the creature in question.

Any opponent that you cannot see still has total concealment.

LIGHTFEET []

You have an incredibly soft step, making it difficult to track or hear you.

Prerequisites: Elf, Dex 13, Balance 2 ranks, Move Silently 2 ranks.

Benefit: You can walk without leaving behind any but the most subtle marks.

The Survival DC to track you increases by 5 (or by 10 if you move at half speed to hide your trail; see the Track feat, page 101 of the *Player's Handbook*).

You ignore any penalties on your Move Silently checks incurred by noisy or very noisy terrain (see the Move Silently skill description, page 79 of the *Player's Handbook*).

MAGIC OF THE LAND []

Your intimate understanding of the natural world allows you to imbue your spells with life-giving magical power from the land itself.

Prerequisites: Concentration 5 ranks, Knowledge (nature) 5 ranks, Spellcraft 5 ranks, caster level 1st.

Benefit: When in a natural setting, you can draw on the power of the land to imbue your spells with healing power. For the purpose of this feat, a natural setting is defined as any location not within a community and not a constructed area.

“Natural setting” includes unworked caverns, but not crafted dungeons and the like.

To use the feat, you must succeed on a Knowledge (nature) check (DC 15 + spell level), made as a free action while casting a spell.

You can't take 10 on this check.

If you succeed, each target of your spell is healed of 2 points of damage per spell level, in addition to the spell's normal effects.

If the spell doesn't have a target entry, this feat has no effect.

This healing power is positive energy, so an undead creature instead takes 2 points of damage per spell level.

An unwilling creature can attempt a Will save (at the spell's normal save DC) to negate this effect.

If the skill check fails, the prepared spell or spell slot is lost. You cannot use this feat on any spell with an alignment descriptor, nor with any necromancy spell.

The natural world favors balance in all things, and thus does not support specific alignment-based magic, nor can its life-giving power be used to enhance the magic of death.

PLUNGING SHOT []

You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown or projectile weapon.

SHARED FURY []

Your fearsome rage spurs your animal companion to greater heights.

Prerequisites: Handle Animal 4 ranks, animal companion class feature, rage class feature.

Benefit: When you rage, your animal companion gains the same benefits and penalties from your rage that you do, but only if it is within 5 feet of you.

The companion's rage ends when your rage ends, or as soon as you are no longer within 5 feet of your companion.

UNDERFOOT COMBAT []

You can enter the space that a foe at least two size categories bigger than you occupies.

Prerequisites: Small or smaller, Tumble 10 ranks.

Benefit: You can move into or through a square occupied by a creature at least two size categories larger than you. You do not provoke attacks of opportunity for doing so. While you are in a square occupied by a creature at least two size categories larger than you, you gain the benefit of soft cover (+4 bonus to AC) against all attacks, including those of the creature whose space you occupy.

Normal: Without this feat, you can move through squares occupied by a creature at least three size categories larger than you, or a creature three size categories smaller than you (or any creature, if you are Tiny or smaller).

YONDALLA'S SENSE []

You display a shrewd perception of danger.

Other halflings say the blessing of Yondalla is upon you.

Prerequisite: Halfling.

Benefit: You add your Wisdom bonus on initiative checks.

TACTICAL FEATS

CONFOUND THE BIG FOLK [TACTICAL]

You excel when battling foes bigger than you are.

Prerequisites: Small or smaller, Tumble 10 ranks, Underfoot Combat.

Benefit: This feat allows you to perform any of the following three maneuvers.

Knee Striker: To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you.

On the next round, the foe is automatically considered flat-footed against your attacks, and you gain a +4 bonus on any roll you make to confirm a critical hit.

Underfoot Defense: To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you.

On any succeeding round in which you remain in the foe's square and fight defensively, use total defense, or use Combat Expertise (minimum -1 penalty on attack rolls), any melee or ranged attack made against you has a 50% chance to strike the foe whose square you occupy instead. This chance does not apply to attacks made by the creature whose square you occupy.

Unsteady Footing: To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you.

On the next round, you can use a standard action to attempt to trip your foe without provoking attacks of opportunity. If your touch attack to initiate the trip attack succeeds, you can attempt a Strength or Dexterity check (your choice) opposed by your foe's Strength or Dexterity check (as normal) to trip your foe.

Your foe may not add any bonus on his Strength or Dexterity check to avoid the trip that he would gain from his size.

If your trip check fails, your opponent may not attempt to trip you.

If you have Improved Trip, you can follow a successful trip attempt with an immediate melee attack.

WINGED WARRIOR [TACTICAL]

You use your wings for more than just flying.

Prerequisites: Hover, must have wings, base attack bonus +4.

Benefit: The Winged Warrior feat enables the use of three tactical maneuvers.

Dustup: To use this maneuver, you must be standing in, or flying no more than 10 feet above, an area with a lot of loose debris.

If you flap your wings hard as a move action, the draft creates a hemispherical cloud with a radius of 20 feet.

Clear vision within the cloud is limited to 10 feet.

Creatures 11 to 20 feet away have concealment.

At over 20 feet, creatures have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 your character level) to cast a spell.

Flying Leap: To use this maneuver, you must move a distance greater than your base land speed during the round.

If you do, you gain a +4 bonus on Jump, Balance, and Climb checks because your wings give you lift and stabilize you.

Shroud of Feathers: To use this maneuver, you must spend a move action to pull your wings around your body.

You cannot be flying during this maneuver.

You can then attempt to feint in combat (as described in the Bluff skill description, page 68 of the *Player's Handbook*) as part of your attack, suddenly spreading your wings to reveal your weapon just as it's about to land a blow.

The shroud of feathers maneuver works on a given foe only once per combat.

Special: The Hover feat (see page 304 of the *Monster Manual*) grants creatures of Large size or larger a bigger dust cloud than that granted with the dustup maneuver.

Special: A fighter may select Winged Warrior as one of his fighter bonus feats.

WOLFPACK [TACTICAL]

You can gain an extra advantage when you and your allies can gang up on a foe.

Prerequisites: Dex 15, Dodge, Mobility, Spring Attack, base attack bonus +6.

Benefit: You can use the following maneuvers with this feat.

Distract Foe: You begin this maneuver when you and at least one ally flank a foe.

On the first round, you and your allies gain normal flanking bonuses (+2 on attack rolls).

Starting in the second round that you and at least one ally flank a foe, you can make a ferocious attack that forces the foe to concentrate on you and largely ignore your allies. You make a melee attack as a full-round action.

If you hit, you make a special Bluff check as a free action; the damage your attack dealt applies as a bonus on your check.

The foe you attack opposes your attack with a special Sense Motive check, adding her base attack bonus to the check. If you win the opposed check, your foe turns her attention to you, and each of your allies who are in position to give you a flanking bonus can make an attack of opportunity against that foe.

Drive Back: To use this maneuver, you and at least one ally must threaten the same foe, and at least one of those allies must use the aid another action to assist your attack roll. You make a melee attack as a full-round action.

If you hit, you make a free bull rush attempt without moving into the defender's space or provoking attacks of opportunity.

Resolve the bull rush normally, except that you add the damage your attack dealt as a bonus on the Strength check you make to resolve the bull rush.

You can't push an opponent back more than 5 feet with this maneuver.

Gang Dodge: This maneuver allows you to use the aid another action to assist all allies who threaten the same foe you target with the action.

DETERMINING LOOSE SOIL

Many of the feats in this section rely on knowing the composition of surrounding soil and work to best advantage only if the ground is made up of or covered by a layer of ash, dust, loose earth, or sand.

Environment	Chance of 1 Inch Loose Soil*
Desert	100%
Desert ruin/dungeon	100%
Desert dwelling/city	90%
Forest	80%
Forest ruin/dungeon	70%
Forest dwelling/city	60%
Plains	70%
Plains ruin/dungeon	60%
Plains dwelling/city	50%
Hills	60%

You use a standard action as normal to aid an ally's defense (see the Aid Another special attack, page 154 of the *Player's Handbook*).

If you succeed, all your allies who threaten your foe gain a +2 bonus to AC against that foe's attacks until the beginning of your next turn, provided that you continue to threaten that foe for that time.

WOODLAND ARCHER [TACTICAL]

You have honed your archery ability in the wilds of the forest.

Prerequisites: Point Blank Shot, base attack bonus +6.

Benefit: The Woodland Archer feat enables the use of three tactical maneuvers.

Adjust for Range: To use this maneuver, you must shoot a projectile weapon against a foe and miss.

Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

Pierce the Foliage: To use this maneuver, you must hit a foe with a ranged attack despite the miss chance caused by concealment.

Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

Moving Sniper: To use this maneuver, you must succeed on a sniping attack (see the Hide skill description, page 76 of the *Player's Handbook*), both hitting your intended target and successfully hiding thereafter.

If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before you hide (characters without this feat can only shoot and hide, not move as well).

As long as you continue to hit the target and avoid detection from an enemy, you can make a sniping attack on the move each round.

Special: A fighter may select Woodland Archer as one of his fighter bonus feats.

SANDSTORM (3.5)

MAIN SECTION FEATS

It can be assumed that most waste environments, whether outside or within a ruin, have either a sandy surface or a requisite layer of ash, dust, loose earth, or sand 1 or more inches thick. In other environments, the following table can be used to make this determination.

Environment	Chance of 1 Inch Loose Soil*
Hills ruin/dungeon	50%
Hills city/dwelling	40%
Mountains	50%
Mountains ruin/dungeon	40%
Mountains dwelling/city	30%
Marsh	10%
Marsh ruin/dungeon	10%
Marsh dwelling/city	10%

* Material can be ash, dust, grit, loose earth, or sand.

BLAZING BERSERKER []

When you enter your rage, your body becomes infused with fire.

Prerequisite: Ability to rage.

Benefit: As long as you are under the effects of a rage, you gain the fire subtype.

You gain immunity to fire, but have vulnerability to cold, which means you take +50% damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

BLESSED BY TEM-ET-NU []

Tem-Et-Nu has marked you as having an important destiny in her temple.

Prerequisites: Patron deity Tem-Et-Nu, must have defeated a hippopotamus in single combat.

Benefit: Hippopotami cannot attack you unless they are magically compelled.

In addition, if you possess the turn or rebuke undead class feature, you can rebuke and command hippopotami as an evil cleric rebukes or commands undead.

You gain a +2 sacred bonus to your Armor Class against chaotic-aligned creatures with the fire subtype.

Cleric is now an additional favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

Special: Your aura radiates law with a strength equal to your character level (see *detect law*, page 219 of the *Player's Handbook*).

If you ever lose favor with Tem-Et-Nu, or change your patron deity to another deity, you lose all benefits of this feat and take damage as if you were bitten by a hippopotamus.

You do not gain a replacement feat.

If you later return to Tem-Et-Nu's faithful and receive an *atonement* spell, you regain the benefit of this feat.

DRIFT MAGIC []

You can tap the power of drift magic.

Prerequisites: Knowledge (local wasteland region) 4 ranks, ability to cast spells.

Benefit: You can use drift magic, as described on page 105.

EAGLE'S FURY []

You know how to wield the eagle's claw with deadly speed.

Prerequisites: Dex 15, proficiency with eagle's claw.

Benefit: You can get one extra attack per round with an eagle's claw (see page 96).

The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty.

You must take a full attack action to use this feat.

FIERY SPELL [METAMAGIC]

Your fire magic is bolstered, further scorching your enemies.

Benefit: A fiery spell deals an extra 1 point of fire damage for each die of damage the spell deals.

This feat can be applied only to spells with the fire descriptor.

For example, if a 9th-level wizard with this feat casts a fiery *fireball*, the *fireball* deals 9d6+9 points of damage.

A fiery spell uses up a spell slot one level higher than the spell's actual level.

HEAT ENDURANCE []

Either as a result of growing up in the waste, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high-temperature environments.

Prerequisite: Base Fortitude save +2.

Benefit: You gain a +2 bonus on saving throws against fire effects.

You can exist comfortably in temperatures up to 120° F without having to make Fortitude saves (see *Heat Dangers*, page 12).

Your protection against heat is level 1 (see *Protection against Heat*, page 14).

IMPROVED HEAT ENDURANCE []

You can survive even in the most extreme natural heat conditions.

Prerequisites: Base Fortitude save +6, Heat Endurance.

Benefit: You gain fire resistance 5.

If you already have fire resistance, it increases by 5.

You can exist comfortably in temperatures up to 160° F without having to make Fortitude saves (see *Heat Dangers*, page 12).

Your protection against heat is level 3 (see *Protection against Heat*, page 14).

JUDGED BY AURIFAR []

Aurifar, the Caliph of the Sky, has judged you, and he now shows you special favor.

Prerequisites: Patron deity Aurifar, must have survived at least three days in the waste without water.

Benefit: You gain a +2 sacred bonus on Constitution checks to avoid the negative effects of thirst (see *Dehydration*, page 15).

You gain a +2 sacred bonus to your Armor Class against undead creatures that are adversely affected by sunlight, such as vampires and wraiths.

Cleric is now an additional favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

Special: Your aura shows faint abjuration magic.

If you ever lose favor with Aurifar, or change your patron deity to another deity, you lose the benefit of this feat, and you immediately begin experiencing the effects of thirst as though you had gone without water for one week.

You do not gain a replacement feat.

If you later return to Aurifar's faithful and receive an *atonement* spell, you regain the benefit of this feat.

LIGHT OF AURIFAR []

Undead that you turn or rebuke immolate.

Prerequisites: Ability to turn or rebuke undead, access to either the Fire or Sun domain.

Benefit: Any undead that you successfully turn or rebuke take 2d6 points of fire damage in addition to the normal turning or rebuking effect.

PHARAOH'S FIST []

Your unarmed strikes echo with thunder, stunning your foe and those nearby.

Prerequisites: Str 15, Improved Unarmed Strike, Stunning Fist.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt).

By expending one Stunning Fist use for the day, you force an opponent successfully struck by your unarmed attack, and all creatures adjacent to that opponent, to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier) or be stunned for 1 round.

The opponent struck by the unarmed attack is dealt damage normally.

This feat can be used only once per round.

Special: A fighter may select Pharaoh's Fist as one of his fighter bonus feats.

PRIEST OF THE WASTE []

You can swap out prepared spells for others that aid in exploring and surviving in wastelands.

Prerequisite: Access to the Fire, Summer†, Sun, Travel, or Water domain.

Benefit: You can use a spell slot currently occupied by a prepared spell that is not a domain spell to cast a spell of equal or lower level that appears on the following list: *cloak of shade*†, *control weather*, *create food and water*, *create water*, *endure elements*, *heroes' feast*, *hydrate*†, *protection from dessication*†, *protection from energy*, and *resist energy*.

† New domain or spell described in Chapter 5.

RATTLESNAKE STRIKE []

Having observed the ways of a desert viper, you have learned to use *ki* in a fashion similar to poison.

Prerequisites: Wis 15, Improved Initiative, Improved Unarmed Strike, Stunning Fist.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt).

By expending one of your Stunning Fist uses for the day, you imbue your next unarmed attack with disruptive *ki* that mimics the effects of mild viper venom.

If that attack hits, it deals normal damage and forces the target to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).

A creature that fails the saving throw takes 1d3 points of Constitution damage and must make a similar saving throw 1 minute later or take another 1d3 points of Constitution damage.

This feat can be used only once per round.

Special: A fighter may select Rattlesnake Strike as one of his fighter bonus feats.

SAND CAMOUFLAGE []

You can hide yourself in sand with a moment's notice.

Prerequisites: Hide 5 ranks, Sandskimmer.

Benefit: As a standard action, you can quickly camouflage yourself in any area of ash, dust, loose earth, or sand that is at least 1 inch deep.

In areas with 1 to 11 inches of appropriate loose soil, you gain a +4 bonus on Hide checks.

In areas with 12 inches or more of appropriate loose soil, you instead gain a +10 bonus on Hide checks.

You must still have cover or concealment to make a Hide check, as described on page 76 of the *Player's Handbook*.

SAND DANCER []

While making another attack, you attempt to blind a foe with thrown sand.

Prerequisites: Wis 13, Tumble 4 ranks.

Benefit: In any round when you first move at least 10 feet using your Tumble skill in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you can supplement an attack made in that same round with flung or kicked material.

A foe damaged by your attack must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier) or be blinded for 1 round.

SAND SNARE []

When you knock your foes into the sand, they have a hard time regaining their feet.

Prerequisites: Combat Expertise, Improved Trip.

Benefit: If you successfully trip an opponent in any area of ash, dust, loose earth, or sand that is at least 1 inch deep, that opponent must take a full-round action to stand during the round after being tripped.

Following that round, the target can get to his feet with a move action (as normal).

The opponent still provokes attacks of opportunity while attempting to stand, as normal.

SAND SPINNER []

You spray sand with your acrobatic maneuvers.

Prerequisites: Wis 13, Tumble 8 ranks, Sand Dancer.

Benefit: In any round when you first move at least 10 feet using your Tumble skill in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you can take a standard action to hurl a spray of sand into the eyes of all creatures in a 5-foot-radius burst.

Those within the area must make Fortitude saving throws (DC 10 + 1/2 your character level + your Wis modifier) or be blinded for 1 round.

SANDSKIMMER []

You are particularly adept at moving over sand.

Benefit: You treat shallow sand as normal terrain and deep sand as shallow sand.

Sand crust does not break beneath your feet, allowing you to move atop it as if it were normal terrain.

Special: This feat can be taken twice, allowing a creature to treat all sand as normal terrain.

Its effects also stack similarly with other abilities that improve movement over sand.

For example, if a bhuka takes Sand skimmer, she treats all sand as normal terrain and never breaks through sand crust by moving across it.

SCORPION'S GRASP []

Like the scorpion, you can grab and hold your prey.

Prerequisites: Str 13, Improved Unarmed Strike, Improved Grapple.

Benefit: If your attack with an unarmed strike or a light or one-handed melee weapon hits, the strike deals normal damage and you can attempt to start a grapple as a free action; no initial touch attack is required.

If you succeed in starting the grapple, you must drop your one-handed weapon, but if you started the grapple with a light weapon, you can use it in each round to make an attack against the creature you are grappling without taking the normal -4 penalty on the attack roll.

If you initiated the grapple while armed, however, you cannot make additional grapple checks to deal damage during the round in which you use this feat.

You have the option to conduct the grapple normally, or you may hold a creature one or more sizes smaller than you with your off hand.

If you choose to do the latter, you take a -20 penalty on grapple checks against that creature and you cannot deal damage with your grapple checks, but you are not considered grappled yourself.

You don't lose your Dexterity bonus to AC, you still threaten an area, and you can use remaining attacks against other opponents.

While maintaining this latter type of hold, you can move normally (possibly carrying your opponent away), provided you can drag the opponent's weight.

SCORPION'S INSTINCTS []

You are hard to find in the waste.

Prerequisites: Dex 13, Hide 5 ranks.

Benefit: You have an inborn sense of where to lurk without being seen, gaining a +2 bonus on your Hide checks and reducing the distance within which creatures can detect you by scent to 10 feet (20 feet if upwind, 5 feet if downwind).

If you are in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand, you gain an additional +2 bonus on Hide checks, a +2 bonus on Move Silently checks, and a creature can detect you by scent only if it is within 5 feet (pinpointing your location as normal).

SCORPION'S RESOLVE []

Like the scorpion, you are not easily distracted.

Benefit: You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

SCORPION'S SENSE []

Like the scorpion, you sense other creatures simply by perceiving their contact with the sand.

Prerequisite: Scorpion's Resolve.

Benefit: You are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is moving and in contact with the ground so long as it is within 10 feet.

The range expands to 20 feet if you are in an area covered in a layer of at least 1 inch of ash, dust, loose earth, or sand.

This ability only tells you what square the creature is in, so you still have the normal miss chance from concealment if you cannot see the creature.

SEARING SPELL [METAMAGIC]

Your fire spells are so hot that they can damage creatures that normally have resistance or immunity to fire.

Benefit: A searing spell is so hot that it ignores the resistance to fire of creatures affected by the spell, and affected creatures with immunity to fire still take half damage.

This feat can be applied only to spells with the fire descriptor.

Creatures with the cold subtype take double damage from a searing spell.

Creatures affected by a searing spell are still entitled to whatever saving throw the spell normally allows.

A searing spell uses up a spell slot one level higher than the spell's actual level.

SERPENT FANG []

You are able to project your *ki* to strike foes as though you had extended reach.

Prerequisite: Wis 15, Improved Unarmed Strike, Stunning Fist.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt).

By expending one Stunning Fist use for the day, you can project your *ki* to strike an opponent that is 5 feet beyond your normal unarmed reach.

If the blow hits, it deals normal unarmed damage.

This feat can be used only once per round.

Special: Monks can use special monk weapons when using this feat, dealing damage according to the weapon.

TOUCHSTONE []

You forge a link with a power-rich location, referred to as a touchstone site.

Prerequisites: Knowledge (local) 8 ranks for the area in which the touchstone lies, or possession of a touchstone key (a portable object native to the touchstone's area and worth at least 250 gp).

To forge a link between yourself and the touchstone, you must spend a day in meditation, spending 10 XP and 250 gp in material components.

Alternatively, the key object for the touchstone can be destroyed as part of the ritual, in place of the material components.

Benefit: You gain the base ability associated with the touchstone to which you are linked.

If you physically visit the location to which you have forged a link, you can also gain a higher-order ability with a limited number of uses, as described for that touchstone. You can swap sites any time you visit a new one and fulfill its higher-order recharge condition.

See Touchstone Sites for more information.

Special: You can take this feat more than once. Each time you do, you are able to retain one more touchstone site's base ability.

You also gain the capacity to retain uses of one more touchstone's higher-order ability. Thus, by taking this feat twice, you could retain the base abilities for both the Shrine at Kahar and the Sunken City of Pazar simultaneously, as well as both sites' higher-order abilities and uses. If you then visit a third touchstone site and fulfill its recharge condition, unless you have taken this feat three times, you must choose which of your two previous touchstone site abilities to lose as you gain the abilities of the new touchstone site.

SAVAGE SPECIES (3.0)

MAIN SECTION FEATS

ABILITY FOCUS [GENERAL]

Choose one of your special attacks. This attack becomes more potent than normal.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which you focus.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new special attack.

AREA ATTACK [GENERAL]

You can wield improvised weapons to attack several spaces at once.

Prerequisite: Sir 19, Huge size, Power Attack.

Benefit: You can use your great size and strength to pick up a heavy object and attack an area as a standard action.

Such an attack may consist of swinging a large log or smashing a door down on opponents' heads.

The area affected is a half-circle with a radius equal to your reach.

You deal damage to all creatures two or more size categories smaller than you within the area.

The base damage dealt depends on your size category, as given on the table below.

Add 1 1/2 times your Strength bonus to this base damage to determine the total damage for the attack.

Size Category	Damage
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Though it can deal significant damage, this form of attack is awkward and unbalancing.

You incur a -2 penalty to your Armor Class and on Reflex saves until your next action.

ASSUME SUPERNATURAL ABILITY [GENERAL]

You learn to use a supernatural ability of an assumed form.

Prerequisite: Wis 13, ability to assume a new form magically.

Benefit: You learn to use a single supernatural ability of another kind of creature while assuming its form through a *polymorph self* spell or a similar effect.

The saving throw DC against this ability is based on your ability scores, not those of a standard creature of the kind whose form you've assumed.

For a breath weapon, the saving throw DC is 10 + your Constitution modifier + 1/2 your Hit Dice (rounded down). For all other supernatural abilities, the saving throw (if any) DC is 10 + your Charisma modifier + 1/2 your Hit Dice (rounded down).

If a creature, such as an undead, has no Constitution score, use its Charisma modifier or its Constitution modifier (+0 for a nonability), whichever is higher, to determine the save DC.

Using this alien ability is disorienting.

You take a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks.

Additionally, in a stressful or demanding situation (such as combat), you must succeed on a Will save (DC 19) or be unable to use the ability.

Normal: Without this feat, you cannot use the supernatural abilities of a creature whose form you assume.

Special: You can take this feat multiple times.

You cannot apply it more than once to the same special ability in order to improve the Will save DC.

Each time you take this feat, it applies to a different special ability.

BLOWHARD [GENERAL]

You can blow targets over with your breath.

Prerequisite: Con 20, Huge size, Power Attack.

Benefit: As an attack action, you can use your breath to affect all creatures in a cone 5 feet in length per point of your Constitution bonus.

Each creature in the area is affected as through struck by a wind effect (see Table 3-17: Wind Effects in the DUNGEON MASTER'S Guide).

The strength of the wind effect depends on your size category, as given on the table below.

Size Category	Wind Effect
Huge	Strong
Gargantuan	Severe
Colossal	Windstorm

If you have a breath weapon, you cannot use this feat and your breath weapon at the same time.

BONUS BREATH [MONSTROUS]

You can use your breath weapon one more time per day than you normally could.

Prerequisite: Breath weapon with limited uses per day, Extend Spell or Extend Spell-Like Ability.

Benefit: You can breathe one additional time per day. The interval you must wait between breaths is 1 hour.

Special: You can gain this feat multiple times.

Each time you take it, you can breathe one additional time per day.

CONTROLLED RESPIRATION [GENERAL]

You can stay out of water longer than you otherwise could.

Prerequisite: Time limit on how long you can remain out of water, Endurance.

Benefit: You can control your breathing so as to remain out of water for a longer period of time than you otherwise could.

Double the normal time limit after which you must begin making Constitution checks to avoid suffocation.

This feat does not allow creatures that cannot normally breathe air, such as fish, to do so.

CRUSH [GENERAL]

Like a dragon, you can hurl your body onto opponents to deal tremendous damage.

Prerequisite: Huge size.

Size Category	Crush Base Damage
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Benefit: As a standard action, you can jump or fall onto opponents, using your whole body to crush them. This attack is useful only against creatures at least three size categories smaller than yourself.

The base damage for a crush attack depends on your size category, as given on the table above.

Add $1\frac{1}{2}$ times your Strength bonus to this base damage to determine the total damage for the attack.

A crush attack deals bludgeoning damage and affects as many creatures as can fit under your body (see Large and Small Creatures in Combat in Chapter 8 of the *Player's Handbook*).

Each creature in the affected area must succeed on a Reflex save (DC 10 + your Str modifier + your size modifier for grapple attacks).

On a failure, the opponent is pinned and automatically takes crush damage each round the pin is maintained.

CUMBOUS DODGE [GENERAL]

You have a chance to dodge attacks that hit you, but at a cost.

Prerequisites: Dodge, Tumble 4 ranks.

Benefit: You may activate this feat as a free action.

You gain a +2 bonus to your Armor Class for the rest of the current encounter.

At the end of the encounter, you are fatigued.

For details on fatigue, see the Condition Summary in Chapter 3 of the *DUNGEON MASTER'S Guide*.

CUMBOUS FORTITUDE [GENERAL]

You have a greater chance than normal to resist attacks against your vitality, but at a cost.

Prerequisites: Great Fortitude.

Benefit: Before rolling a Fortitude save, you can decide to activate this feat, which gives you a +6 bonus on your saving throw.

After the saving throw is resolved, regardless of the result, you are staggered until the end of the encounter. A staggered character can take only a partial action when he or she would normally be able to take a standard action.

CUMBOUS REFLEXES [GENERAL]

You have a greater chance to resist attacks against your agility, but at a cost.

Prerequisites: Lightning Reflexes.

Benefit: Before rolling a Reflex save, you can decide to activate this feat, which gives you a +6 bonus on your saving throw.

After the saving throw is resolved, regardless of the result, you are prone and dazed.

For details on these conditions, see the Condition Summary in Chapter 3 of the *DUNGEON MASTER'S Guide*.

CUMBOUS WILL [GENERAL]

You have a greater chance to resist attacks against your willpower, but at a cost.

Prerequisites: Iron Will.

Benefit: Before rolling a Will save, you can decide to activate this feat, which gives you a +6 bonus on your saving throw.

After the saving throw is resolved, regardless of the result, you are shaken until the end of the encounter.

A shaken character takes a -2 morale penalty on attack rolls, checks, and saving throws.

DEADLY POISON [MONSTROUS]

Your poison attack deals more damage than normal.

Prerequisite: Con 19, poison special attack that deals ability damage as secondary damage, Virulent Poison.

Benefit: Your poison attack has the potential to deal more potent secondary damage than it otherwise could.

If the subject of the attack fails the second saving throw, the poison deals double its normal secondary damage.

DEEP DENIZEN [GENERAL]

You are adapted to a subterranean environment.

Prerequisite: Underground as sole terrain type.

Benefit: Living underground has made you more reliant on nonvisual senses than surface dwellers.

You gain a +2 competence bonus on Listen checks and a +4 competence bonus when tracking by scent.

DESERT DWELLER [GENERAL]

You are adapted to a desert environment.

Prerequisite: Desert terrain type.

Benefit: As a desert dweller, you are more hardy than those who live in more gentle climates.

Your Fortitude save DC to avoid subdual damage from heat is reduced to 10 (see Heat Dangers in Chapter 3 of the *DUNGEON MASTER'S Guide*).

In addition, you can go without water for a number of hours equal to 24 + twice your Constitution score (see Starvation and Thirst Dangers in Chapter 3 of the *DUNGEON MASTER'S Guide*).

DETACH [MONSTROUS]

You can remove a part of your body and use it as a ranged weapon.

Prerequisite: Con 19, regeneration.

Benefit: As an attack action, you can detach a portion of your body that can make a melee attack other than a bite (such as a paw, tail, or tentacle) and use it as a thrown weapon (range increment 20 feet).

The thrown member deals its base damage plus your Strength bonus (not $1\frac{1}{2}$ times your Strength bonus). Special attacks that deal damage, such as poison and acid, take effect normally from the thrown member.

Ability damage, ability drain, and energy drain attacks cannot be made with the detached body part.

Special: Tearing off a piece of yourself is traumatic.

You take subdual damage equal to one-quarter of your full normal hit point total.

Damage reduction cannot reduce the amount of damage taken in this way.

DUST CLOUD [MONSTROUS]

You can sweep dust into the air to hide from opponents.

Prerequisites: Dex 19, Int 19, Huge size.

Combat Reflexes, wings or tail.

Benefit: As an attack action, you can sweep a limb across the ground and create a dust cloud.

This hemispherical cloud has a radius in feet equal to $20 \times$ your Hit Dice.

Creating the cloud has a 50% chance to snuff unprotected flames (candles, torches, small camp fires) of nonmagical origin in the area.

The cloud obscures vision, and creatures caught within are blinded while inside and for 1 round after emerging.

Any creature caught in the cloud must succeed on a Concentration check (DC $10 + \frac{1}{2}$ your Hit Dice + your Str modifier) to cast a spell.

The cloud lasts a number of rounds equal to $1 +$ your Dexterity modifier.

Special: A flying creature with this feat must be within reach of the ground to create the effect, but need not actually be in contact with it.

EMPOWER SPELL-LIKE ABILITY [GENERAL]

You can use a spell-like ability with greater effect than normal.

Prerequisite: Spell-like ability caster level 4th.

Benefit: Choose one of your spell-like abilities, subject to the restrictions below.

You can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When you use an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one-half. An empowered spell-like ability does half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate.

For example, a night hag's empowered *magic missile* deals $1\frac{1}{2}$ times normal damage (roll $1d4+1$ and multiply the result by $1\frac{1}{2}$ for each missile).

Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected.

Spell-like abilities without random variables are not affected.

You can only select a spell-like ability duplicating a spell with a level less than or equal to one-half your caster level (round down), -2 .

See the table below.

For example, a creature that uses its spell-like abilities as a 13th-level caster can only empower spell-like abilities duplicating spells of 4th level or lower.

Special: This feat can be taken multiple times.

Each time it is taken, you can apply it to another one of your spell-like abilities.

EMPOWER SPELL-LIKE ABILITY

Spell Level	Caster Level to Empower
0	4th
1st	6th
2nd	8th
3rd	10th
4th	12th
5th	14th
6th	16th
7th	18th
8th	20th
9th	—

EXTENDED REACH [MONSTROUS]

Your flexible body allows you to reach farther than normal.

Prerequisite: Small or larger size, nonrigid body or a nonrigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks.

Add +5 feet to your normal reach.

EXTRA ITEM SPACE [MONSTROUS]

You can wear more magic items than are normally allowed.

Prerequisite: Multiple limbs or heads.

Benefit: You can wear one additional magic item beyond the normal limit for the item type in question.

The multiple limbs you have must correspond to the limb on which that item type is normally worn.

For example, a character is normally limited to two rings, but a marilith (with six arms) could wear three rings with this feat.

Likewise, an ettin (with two heads) could wear two periapts or necklaces instead of the one normally allowed.

Normal: Usually only one or two magic items that are restricted to a particular body part can be used at once.

Special: You can take this feat more than once.

Each time, it adds a new item space.

You cannot have more item spaces than you have limbs or body parts of the appropriate kind.

FINAL STRIKE [MONSTROUS]

Your death throes are destructive.

Prerequisite: Acid, air, cold, earth, electricity, fire, or water subtype.

Benefit: When you are killed (that is, when your hit points drop to -10 or lower), your body explodes in a final strike—a blast of elemental destruction—according to the table below.

Everything within 60 feet is subject to the effect.

Your final strike deals 1d6 points of damage per Hit Die, up to a maximum of 20d6.

Each creature in the area may make a successful Reflex save (DC 10 + 1/2 your Hit Dice + your Con modifier) to halve the damage dealt.

The blast also has a secondary effect, which can be reduced or negated (as shown on the table below) by a second successful save of the type indicated (same DC as the save against the primary damage).

Subtype	Primary Damage	Secondary Damage
Acid	Acid	Blindness for 2d4 rounds, Fortitude negates
Air	Blast of wind (bludgeoning damage)	Destructive harmonics (1d6 sonic damage per 2 Hit Dice; Reflex half)
Cold	Cold	Ice shards (1d6 piercing damage per 2 Hit Dice; Reflex half)
Earth	Blast of rock shards	Earthquake (as spell, Reflex save according to effect)
Electricity	Lightning	Thunderclap (1d6 sonic damage per 2 Hit Dice, stun for 1 round, deafen for 4d6 rounds; Reflex half and no deafness)
Fire	Fire	Light blast (1d6 damage per 2 Hit Dice; Reflex half)
Water	Blast of water (bludgeoning damage)	Drench (extinguish nonmagical fire automatically, or magical fire as <i>dispel magic</i> cast by a sorcerer whose level equals your HD total)

Special: A final strike renders your corpse unsuitable for *raise dead* or *resurrection* spells. Only *true resurrection*, *miracle*, or *wish* can restore life.

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Only *true resurrection*, *miracle*, or *wish* can restore life.

FLING ENEMY [GENERAL]

You can pick up an opponent and fling it.

Prerequisites: Str 23, Huge size, improved grab.

Benefit: You can make a grapple check at a -20 penalty against an opponent at least two size categories smaller than you.

If you succeed, on your next action you can use an attack action to fling the held opponent.

The range increment for the thrown creature is 120 feet.

A creature may be thrown horizontally or vertically.

If thrown vertically, it takes normal falling damage.

If thrown horizontally, it takes damage as if it had fallen half the distance thrown (rounded down).

For example, if a hurled ore is thrown horizontally 170 feet, it takes 8d6 points of damage.

You may also fling the creature at another creature.

To do so, make an attack roll at a -4 penalty, with appropriate range penalties, against the target creature, if you hit, both creatures take the amount of damage that the thrown creature would have taken otherwise, as given above.

GAPE OF THE SERPENT [GENERAL]

You can swallow larger creatures than normal.

Prerequisite: Swallow whole.

Benefit: You can swallow a creature of up to your own size category.

Like a snake, you can stretch your mouth to an outlandish extent to accommodate immense prey.

However, this process is time-consuming.

If your second grapple check is successful after you have established a hold against a creature larger than you could swallow normally, you begin to swallow the held creature. On the following round, you must make an additional grapple check to complete the swallowing.

The held creature can fight or try to break the grapple as normal while you are attempting to swallow it.

Normal: Unless otherwise noted, a creature can swallow opponents no larger than two size categories smaller than itself.

Special: Your gullet can hold one creature of the maximum size; other maximum numbers of swallowed creatures remain the same.

GRASS TREKKER [GENERAL]

You are adapted to a plains environment.

Prerequisite: Plains terrain type.

Benefit: You are a nomad of the steppes, used to traveling long distances, often on foot.

You gain a +2 competence bonus on Jump checks.

In addition, you do not need to make Fortitude saves when making a forced march until you have traveled for 12 hours (see Movement in Chapter 9 of the *Player's Handbook*).

The save DC for longer travel is 10 +1 per hour beyond 12.

GREAT FLYBY ATTACK [GENERAL]

You can make multiple flyby attacks in a round.

Prerequisite: Fly speed, Flyby Attack.

Benefit: Using this feat is a full-round action.

When flying, you can move up to your fly speed in a straight line and attack a number of opponents equal to your Dexterity bonus.

All targets must be within your reach along the line of your movement.

Make one attack roll, add the appropriate modifiers, and compare the result to the AC of each opponent you are attacking.

If any hits are successful, make one damage roll and add the appropriate modifiers.

Each successful hit does the full damage to that creature; do not divide the result of the damage roll among the targets.

Targets of your attack do not get attacks of opportunity against you, but other opponents that would be entitled to attacks of opportunity may take them.

Normal: Without this feat, a creature can make a single flyby attack in a round.

GREATER MULTIGRAB [MONSTROUS]

You can grapple enemies effortlessly with your natural weapons.

Prerequisite: Str 19, Dex 15, improved grab, Multigrab.

Benefit: When grappling an opponent with only the part of your body that made the attack, you take no penalty on grapple checks to maintain the hold.

Normal: Without this feat, you take a –20 penalty (or a –10 penalty with Multigrab) on grapple checks to maintain a hold with only the part of your body used to make the attack.

GREATER MULTIWEAPON FIGHTING [MONSTROUS]

A creature with three or more arms can fight with a weapon in each hand.

The creature can make up to three attacks per round with each extra weapon.

Prerequisites: Dex 19, three arms, base attack bonus +15, Improved Multiweapon Fighting, Multiweapon Fighting, Multidexterity.

Benefit: You may make up to three attacks with each offhand weapon that you wield, albeit with a –10 penalty on the third attack with each such weapon.

Special: This feat replaces the Greater Two-Weapon Fighting feat (originally presented in *Masters of the Wild*) for creatures with more than two arms.

GREATER MIGHTY ROAR [MONSTROUS]

You unsettle opponents with a dreadful roar as you attack.

Prerequisite: Animal or magical beast; Large size, Mighty Roar.

Benefit: This feat functions like Mighty Roar, except that each opponent that fails a Will save (DC 10 + 1/2 your Hit Dice + your Cha modifier) is panicked for 2d6 rounds.

A panicked creature takes a –2 morale penalty on attack rolls, saves, and checks, has a 50% chance to drop what it is holding, and runs away from you as quickly as it can.

The effects of being panicked supersede the effects of being shaken.

IMPROVED ASSUME SUPERNATURAL ABILITY [GENERAL]

You gain skill with using a supernatural ability of an assumed form.

Prerequisite: Wis 17, Assume Supernatural Ability, ability to assume a new form magically.

Benefit: This feat functions like Assume Supernatural Ability, except that you do not take the –2 penalty on all attack rolls, saves, skill checks, and ability checks when using it.

Special: You can take this feat multiple times, but you cannot apply it more than once to the same special ability. Each time you take this feat, it applies to a different special ability.

IMPROVED FLYBY ATTACK [GENERAL]

You can attack on the wing with increased mobility.

Prerequisite: Fly speed, Dodge, Flyby Attack, Mobility.

Benefit: When flying, you can take a move action (including a dive) and another partial action at any point during the move.

If this partial action is an attack, you incur no attacks of opportunity for moving through areas threatened by your target.

You cannot take a second move action during a round when you make a flyby attack.

Normal: Without this feat, you can take a partial action either before or after your move.

Even with the Flyby Attack feat, you incur attacks of opportunity for moving through areas threatened by the target of your flyby attack.

IMPROVED MULTIATTACK [MONSTROUS]

You are particularly adept at using all your natural weapons at once.

Prerequisite: Three natural weapons, Multiattack.

Benefit: The usual –5 penalty on attack rolls for secondary attacks does not apply to your secondary attacks with natural weapons.

The damage bonus for such attacks is still only 1/2 your Strength bonus, if any.

Normal: Without this feat, your secondary natural attacks take a –5 penalty (or a –2 penalty if you have the Multiattack feat).

IMPROVED MULTIWEAPON FIGHTING [MONSTROUS]

You are expert at fighting with a weapon in each of your three or more hands.

You can make up to two attacks per round with each off-hand weapon.

Prerequisites: Dex 15, three arms, base attack bonus +9, Multidexterity, Multiweapon Fighting.

Benefit: In addition to the single extra attack you get each round with each off-hand weapon from Multiweapon Fighting, you get a second extra attack with each such weapon, albeit at a –5 penalty.

Normal: With only Multiweapon Fighting, you get only a single attack with each off-hand weapon.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.

IMPROVED SCENT [GENERAL]

You can detect and track creatures by smell at greater distances than normal.

Prerequisite: Scent ability.

Benefit: You can detect approaching enemies and sniff out hidden foes within 60 feet.

For strong scents, such as smoke or rotting garbage, double these ranges.

Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Normal: Without this feat, you can detect creatures by smell only within 30 feet.

IMPROVED TURN RESISTANCE [MONSTROUS]

You have a better than normal chance to resist turning.

Prerequisites: Undead.

Benefit: You are less easily affected by clerics or paladins than you normally would be (see Turn and Rebuke Undead in Chapter 8 of the *Player's Handbook*).

When resolving a turn, rebuke, command, or bolster attempt, add 4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts.

For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose.

IMPROVED WEB [MONSTROUS]

You gain additional utility from your webs.

Prerequisite: Ability to create webs as an extraordinary ability at least twice per day.

Benefit: Add +2 to the DC to escape or burst your webs. You may take a full-round action to attack with your webs, and if you do so, you may attack one additional target per point of Dexterity bonus you have.

No such target may be more than 10 feet from another target.

Using this feat requires two of the daily uses of your web ability.

INURED TO ENERGY [GENERAL]

You can resist energy attacks more efficiently than normal.

Prerequisite: Resistance to the energy type you specify when taking the feat.

Benefit: Your existing resistance to one type of energy increases by 10.

You can use this feat only to enhance existing resistances, not to gain resistance to a new type of energy.

For example, a demon can increase its resistance to acid, cold, or fire, but it cannot gain sonic resistance with this feat.

Special: You can gain this feat multiple times. Its effects stack.

Each time you take the feat, you can either apply it to another type of energy to which you already have resistance, or increase an existing resistance.

INVOLUNTARY RAGE [GENERAL]

Extreme pain drives you berserk.

Prerequisite: Con 20, Toughness.

Benefit: If you survive 50 points of damage from a single attack and make your Fortitude save (see Massive Damage in Chapter 8 of the *Player's Handbook*), on your next action you gain +4 to Strength, +4 to Constitution, and -2 to Armor Class.

These adjustments last until the end of the combat, at which time you become fatigued.

For details on being fatigued, see the Condition Summary in Chapter 3 of the *DUNGEON MASTER'S Guide*.

IRRESISTIBLE GAZE [MONSTROUS]

Your gaze attack is more potent than normal.

Prerequisite: Gaze attack.

Benefit: Add +2 to the DC of all saving throws against your gaze attack.

Special: The benefit of this feat stacks with the benefit provided by the Ability Focus feat (see above).

MIGHTY LEAPING [GENERAL]

You have developed your leg muscles and trained yourself to make mighty leaps.

Prerequisite: Str 21, Dodge, Mobility, Jump 9 ranks or a racial bonus on Jump checks.

Benefit: You gain a +10 competence bonus on Jump checks.

If you intentionally jump down from a height, a successful Jump check (DC 15) lets you take damage as if you had fallen 20 feet less than you actually did.

Normal: Without this feat, a successful Jump check lets you take damage as if you had fallen 10 feet less than you actually did.

Special: A creature with this feat is not limited by its height when jumping.

MIGHTY ROAR [MONSTROUS]

You unsettle opponents with a dreadful roar as you attack.

Prerequisite: Animal or magical beast; Large size.

Benefit: Once per day, you can use this feat as a standard action.

Your mighty roar affects every opponent within 30 feet of you that can hear your roar and has a character level lower than yours.

An affected opponent must make a successful Will save (DC 10 + 1/2 your Hit Dice + your Cha modifier) to negate the effect.

Failure means that opponent becomes shaken for 1d6 rounds.

A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws.

MULTIGRAB [MONSTROUS]

You can grapple enemies more firmly than normal with your natural attacks.

Prerequisite: Str 17, improved grab.

Benefit: When grappling an opponent with the part of your body that made the attack, you take only a -10 penalty on grapple checks to maintain the hold.

Normal: Without this feat, you take a –20 penalty on grapple checks to maintain a hold with the part of your body used to make the attack.

MULTITASKING [MONSTROUS]

You can perform different tasks with different limbs.

Prerequisite: Dex 15, Int 15, four or more arms, Improved Multiweapon Fighting, Multiattack, Multiweapon Fighting.

Benefit: If you have four or more arms, you can use each pair of arms to perform a distinct partial action. All such partial actions occur simultaneously. Thus, you could attack with one or two arms while using a magic item, reloading a crossbow, or casting a spell with two other arms.

MULTIVOICE [MONSTROUS]

If you have two or more heads, you can cast more spells than usual in a round.

Prerequisite: Dex 15, Int 15, two or more heads, Improved Two-Weapon Fighting, Multiattack, Quicken Spell, Two-Weapon Fighting.

Benefit: As a full-round action, you can cast one additional spell (or use a spell-like ability in combination with a spell or another spell-like ability) each round. Each spell used in this way must have a casting time of 1 action; a spell-like ability must also take no more than a standard action to use.

Using this feat provokes an attack of opportunity.

If your concentration is interrupted during this simultaneous casting or spell-like ability use, whether by taking damage or by some other means, a Concentration check is required for each spell or spell-like ability. Failing either Concentration check negates both spells or spell-like abilities.

You can also use one head to cast a spell or use a spell-like ability while another head activates a head-based special attack, such as a breath weapon or an eye ray.

Normal: Without this feat, you can cast only one spell per round and cannot combine spellcasting with other actions.

Special: You still cannot exceed the limit of one quickened spell per round (assuming you also have the Quicken Spell feat) when using this feat.

NARROWED GAZE [MONSTROUS]

Your gaze attack has a limited field of effect.

Prerequisite: Int 13, gaze attack.

Benefit: You may choose to limit your gaze attack to an active gaze.

Doing so prevents you from accidentally affecting friends with your gaze.

Normal: A gaze attack functions constantly on all those within range, and it can also be used actively as an attack action.

PAIN MASTERY [GENERAL]

Injuries send you into a fury, increasing your physical power.

Prerequisite: Con 20, Toughness.

Benefit: You take damage normally, but every 50 points of damage you take (if you survive the attack) automatically increases your Strength by +2.

This bonus lasts until the end of the encounter, after which you are exhausted.

See the Condition Summary in Chapter 3 of the *DUNGEON MASTER's Guide* for the effects of being exhausted.

PEAK HOPPER [GENERAL]

You are adapted to a hilly or mountainous environment.

Prerequisite: Hill or mountain terrain type.

Benefit: Your alpine environment has made you more surefooted.

You gain a +2 competence bonus on Balance and Climb checks.

PERVASIVE GAZE [MONSTROUS]

Your gaze attack is more effective than normal.

Prerequisite: Int 13, gaze special attack.

Benefit: A creature that averts its eyes has only a 25% chance to avoid the need for a saving throw against your gaze attack.

Normal: A creature that averts its eyes normally has a 50% chance to avoid the need for a saving throw against a gaze attack.

Special: This feat does not affect eye rays, such as those of a beholder.

PIERCING GAZE [MONSTROUS]

Your gaze attack has a greater range than normal.

Prerequisite: Cha 15, Int 13, gaze special attack, Irresistible Gaze.

Benefit: Because of the sheer force of your presence, you add 30 feet to the range of your gaze attack.

POISON IMMUNITY [MONSTROUS]

You can ignore the effects of poison.

Prerequisite: Poison special attack as an extraordinary ability, Poison Resistance.

Benefit: Your poisonous nature grants you immunity to poison attacks.

POISON RESISTANCE [MONSTROUS]

You can resist poison better than you otherwise could.

Prerequisite: Poison special attack as an extraordinary ability.

Benefit: Your poisonous nature grants you a greater than normal ability to withstand poison attacks. You gain a +2 competence bonus on your Fortitude saves to resist the effects of poison.

If a creature of the same kind as you produces the poison, this bonus is +4 instead, assuming that you are not already immune to the poison of your own kind.

POWER DIVE [GENERAL]

You can fall upon an opponent from the sky.

Prerequisite: Str 15, fly speed (average maneuverability).

Benefit: When flying, you can dive and land on an opponent to deal additional damage. Using this feat is a standard action, and it can affect only creatures one or more size categories smaller than you. To use this feat, make an overrun attack, but the opponent cannot choose to avoid you. If you knock down the target, you may make an additional slam attack (at the usual +4 attack bonus against prone opponents). The attack deals the base damage given on the table below for your size category plus $1\frac{1}{2}$ times your Strength bonus (rounded down).

Size Category	Power Dive Base Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Normal: Without this feat, you can attack with just one natural weapon and do not have a chance to knock down the opponent.

Special: If you fail in your overrun attempt and are tripped in turn, you are knocked down, and you deal the slam damage for the attack to yourself.

PREHENSILE TAIL [MONSTROUS]

You can use your tail to manipulate objects.

Prerequisite: Str 13, tail attack, Two-Weapon Fighting.

Benefit: You can use your tail as an extra "hand". It can grasp melee weapons and use them in combat, although the normal penalties for using an off-hand weapon apply.

If you have two hands, your tail counts as a third hand for the purpose of the Multiweapon Fighting feat and all feats that use Multiweapon Fighting as a prerequisite.

You can also use your tail as a "hand" to assist in grapple checks and Climb checks.

You gain a +2 competence bonus on all such checks.

QUICK CHANGE [GENERAL]

You can shift to an alternate form faster and more easily than you otherwise could.

Prerequisite: Dex 15, alternate form special quality.

Benefit: The time it takes for you to change forms is reduced as follows.

Normal	Reduces to
More than one round	Half as many rounds, rounded up
Full-round action	Standard action
Standard action	Move-equivalent action
Move-equivalent action	Free action

This feat cannot reduce the time it takes to change forms to less than the time required for a free action.

QUICKEN SPELL-LIKE ABILITY [GENERAL]

You can use a spell-like ability with a moment's thought.

Prerequisite: Spell-like ability caster level 8th.

Benefit: Choose one of your spell-like abilities, subject to the restrictions described below.

You can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

QUICKEN SPELL-LIKE ABILITY

Spell Level	Caster Level to Quicken
0	8th
1st	10th
2nd	12th
3rd	14th
4th	16th
5th	18th
6th	20th
7th	—
8th	—
9th	—

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity.

You can perform another action—including the use of another spell-like ability—in the same round that you use a quickened spell-like ability.

You may use only one quickened spell-like ability per round.

You can only select a spell-like ability duplicating a spell with a level less than or equal to one-half your caster level (round down), -4.

See the table below.

For example, a creature that uses its spell-like abilities as a 15th-level caster can only quicken spell-like abilities duplicating spells of 3rd level or lower.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times.

Each time it is taken, you can apply it to another one of your spell-like abilities.

RAPID BREATH [MONSTROUS]

You do not have to wait as long to reuse your breath weapon as you normally would.

Prerequisite: Breath weapon, Quicken Spell or Quicken Spell-Like Ability.

Benefit: The required interval between uses of your breath weapon is reduced by 1 round.
For instance, a dragon with this feat can use its breath weapon once every 1d4–1 rounds instead of every 1d4 rounds.

If the 1d4–1 result is 0, the dragon can breathe again in the following round (but not twice in the same round).

If the interval is a fixed period of time, such as once per hour, the interval is halved.

Special: If you have multiple heads with breath weapons, all your breath weapons use the new interval.

RENDING CONSTRICTION [MONSTROUS]

You can pull grappled enemies apart.

Prerequisite: Str 13, Dex 15, constrict ability, improved grab, Greater Multigrab, Multigrab, two constricting limbs.

Benefit: If you maintain a hold with more than one appendage on an opponent and are able to constrict, you can make an additional rend attack in the same round. This attack automatically deals double the base damage for a constrict attack, and the damage bonus is 1 1/2 times your Strength bonus.

However, making this rend attack automatically releases the held creature on its next action.

You must reestablish the hold to constrict again.

REVERBERATION [GENERAL]

Your sonic attack is more potent than normal.

Prerequisite: Sonic special attack.

Benefit: Add +2 to the DC of all saving throws against your sonic attack.

Special: If you have more than one form of sonic attack, you can take this feat multiple times.

Each time, it applies to a different one of your sonic attacks.

ROLL WITH IT [GENERAL]

You are adept at lessening the effects of blows.

Prerequisite: Con 20, Toughness.

Benefit: You gain damage reduction 2/–.

This applies in addition to any damage reduction you have from other sources.

Damage reduction cannot reduce damage you take to less than 0.

Special: You may take this feat multiple times.

SCRAMBLE [GENERAL]

Your slippery ways allow you to evade a damaging blow.

Prerequisite: Dex 15, Small size or smaller, improved evasion.

Benefit: The effects of this feat resemble those of the rogue's defensive roll, but you can use Scramble to avoid a potentially fatal attack entirely.

Once per day, when you would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), you can attempt to scramble out of the way.

This requires a Reflex saving throw (DC 10 + damage dealt), if the save is successful, you avoid the damage entirely.

You must be aware of the attack and able to react to it; you cannot use Scramble if you are denied your Dexterity bonus to Armor Class.

Special: Since you cannot normally make a saving throw to avoid the damage from a blow, improved evasion does not apply.

That is, you cannot save twice against the same attack.

STAMP [MONSTROUS]

You can stamp the ground to crush and disrupt opponents.

Prerequisite: Huge size, feet, trample special attack.

Benefit: You may, as a full-round action, strike a solid surface with one of your limbs and create a shock wave that radiates out from your position and continues for a number of feet equal to 5 × your base creature's Hit Dice.

Make a single unarmed attack roll.

Every creature in the affected area compares its Balance check result to your attack roll result.

Those who fail this opposed check are knocked down.

Special: Each structure and unattended object that is at least partially within the shock wave takes damage equal to 1d6 + your Strength bonus + the object's hardness (maximum 5).

SUPERNATURAL TRANSFORMATION [GENERAL]

You convert a spell-like ability to a supernatural ability.

Prerequisite: Innate spell-like ability.

Benefit: One of your innate spell-like abilities becomes a supernatural ability.

It is no longer subject to spell resistance, though it can still be suppressed in an *antimagic field*.

Using this ability does not provoke an attack of opportunity.

The number of uses, if limited, does not change.

The effective caster level equals your total Hit Dice or the effective caster level of the original ability, whichever is higher.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take it, it applies to a new spell-like ability.

SURROGATE SPELLCASTING [MONSTROUS]

You use substitute verbal and somatic components when casting spells.

Prerequisite: Wis 13, nonhumanoid or nonhuman-like form.

Benefit: You complete the verbal and somatic components of spells by substituting vocalizations and gestures appropriate to your shape.

You must still have suitable appendages and vocal organs. For example, a giant eagle could substitute screeches and waves of its talons for the normal verbal and somatic components of a spell.

You can use any material component or focus that you can hold.

This feat does not permit the use of magic items by a creature whose form could not ordinarily use them, and you do not gain the ability to speak if you cannot already.

SWAMP STALKER [GENERAL]

You are adapted to a marshy environment.

Prerequisite: Marsh terrain.

Benefit: You move easily through the sucking bogs and stagnant water of the swamps.
You gain a +2 competence bonus on Swim checks and on Strength checks to break free of nets, webs, *entangle* spells, and similar hindrances.
This feat does not grant a bonus on grapple checks.

THICK-SKINNED [MONSTROUS]

Your tough hide grants improved damage reduction.

Prerequisite: Damage reduction.

Benefit: Your existing damage reduction improves by 2, as indicated on the table below.

Existing DR	After Thick-Skinned
x/silver	x+2/silver
x/+1	x+2/+1
x/+2	x+2/+2
x/+3	x+2/+3
x/+4	x+2/+4

Special: You can gain this feat multiple times.
Each time you take it, it improves your damage reduction by 2, up to a maximum of twice your original damage reduction.

THUNDERCLAP [GENERAL]

You create a cone of deafening sound by clapping two limbs together.

Prerequisite: Str 30, Improved Unarmed Strike, Power Attack.

Benefit: You may, as a full-round action, clap two of your limbs together and create a cone of sound that starts at your position and continues out for a number of feet equal to 5 × your Hit Dice.

A storm giant using this feat creates a cone 95 feet (5 × 19 Hit Dice) long.

Creatures in the cone get a Fortitude save (DC 10 + 1/2 your Hit Dice + your Con modifier) to resist the effect. Those who fail their save are deafened for the duration of the encounter.

Those who fail their save by 5 or more are also knocked down.

See the Condition Summary in Chapter 3 of the *DUNGEON MASTER'S Guide* for the results of being deafened and knocked down.

Special: This effect automatically extinguishes unprotected flames (candles, torches, and the like).

TREEFRIEND [GENERAL]

You are adapted to a forest environment.

Prerequisite: Forest terrain.

Benefit: You are completely at home in the forest.

You gain a +2 competence bonus on Climb checks and on Survival checks to avoid becoming lost in the forest.

UNCANNY SCENT [GENERAL]

You can pinpoint scents at a greater distance.

Prerequisite: Scent ability, Improved Scent.

Benefit: You can pinpoint the location of a scent when within 20 feet.

Normal: You can pinpoint the location of a scent when within 5 feet.

VICIOUS WOUND [GENERAL]

Damage you deal causes wounds that bleed excessively.

Prerequisite: Expertise, wounding special attack.

Benefit: When using an attack that has a wounding special ability, the wounds you cause bleed for an additional +1 point of damage each round.

For instance, a hit from a barbazu's glaive causes the victim to bleed for 3 points of damage each round, not 2.

VIRULENT POISON [MONSTROUS]

Your poison attack is more effective.

Prerequisite: Poison attack as an extraordinary ability.

Benefit: Add +2 to the DC for Fortitude saving throws against your poison attack.

WINGSTORM [MONSTROUS]

You can flatten targets with blasts of air from your wings.

Prerequisite: Str 13, fly speed 20 ft., Large size, Hover, Power Attack.

Benefit: As a full-round action, you can hover in place and use your wings to create a blast of air in a cylinder with a radius and maximum height based on your size.

The wind strength also depends on your size, as shown on the table below.

Size	Wind Effect	Radius	Max. Height
Large	Severe	10 feet	40 feet
Huge	Windstorm	20 feet	80 feet
Gargantuan	Hurricane	30 feet	100 feet
Colossal	Tornado	40 feet	120 feet

Because the blast of air only lasts for your turn, creatures ignore the checked effect unless they are airborne (in which case they are blown back 1d6×5 feet).

Special: You can use this feat for a full round instead of as a full-round action.

If you do, the wind lasts until your next turn (and you can choose to continue the effect during your next turn).

Anyone in or entering the cylinder is affected.

Because you are producing a continuous blast of air, the checked effect works normally while the wind lasts (checked creatures cannot move forward against the force of the wind, or they are blown back 1d6×5 feet if airborne).

WINTER'S CHILD [GENERAL]

You are adapted to a cold environment.

Prerequisite: Cold terrain.

Benefit: As an arctic dweller, you are more hardy.

The DC of your Fortitude save to avoid subdual damage from cold is reduced to 10 (see Cold Dangers in Chapter 3 of the *DUNGEON MASTER'S Guide*).

In addition, you can make a saving throw each minute (DC 10, +1 for each previous check) to resist the effects of hypothermia in very cold water.

SIDEBAR FEATS

MONSTER COHORTS AND THE LEADERSHIP FEAT

Chapter 2 of the *DUNGEON MASTER'S Guide* describes the Leadership feat, which enables characters to attract loyal companions and devoted followers. A character can develop a cohort to accompany him on his adventures. There, Table 2–25 provides this cohort's level, as determined by the primary character's level, Charisma modifier, and a few special modifiers (Table 2–26 lists those).

In the *DUNGEON MASTER'S Guide*, Table 2–27 provides a few special cohorts along with their level equivalents, but you

LEADERSHIP FEAT OPTIONS []

need not limit yourself to a short list of thirteen monsters when any viable creature from the *Monster Manual* now has a starting ECL (see Appendix 2: Compiled Tables). The DM can work with players, if he or she approves this use of the Leadership feat, to generate a monster cohort. Refer to the cohort level provided by Table 2–25 and choose a monster with an equal or lesser starting ECL. Remember that regardless of his Leadership score, a character cannot attract a cohort whose level (or starting ECL, in this case) is equal to or higher than his own.

You may constrict your pouch as an attack action, dealing $1d4+1$ points of damage per round of constriction to each creature or object inside.

A creature inside the pouch dies of asphyxiation after being constricted for a number of consecutive rounds equal to 2 per Constitution point it possesses.

A creature inside the pouch can cut its way out by using a light slashing or piercing weapon to deal one-quarter of your normal hit point total in damage to the pouch (AC equals your touch AC).

SERPENT KINGDOMS (3.5)

MAIN SECTION FEATS

BARBED STINGER [MONSTROUS]

Your stinger is unusually difficult to dislodge.

Prerequisite: Sting attack.

Benefit: You gain the improved grab special attack with your sting.

If you hit an opponent of any size with your sting attack, you can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If you win the grapple check, you establish a hold and deal automatic sting damage (including poison, if applicable) each round that the hold is maintained.

BODY POUCH [MONSTROUS]

You can open a cavity in your body without harm to yourself and use it to carry or conceal items or creatures.

Prerequisite: Scaled One.

Benefit: You can part your scales to reach a hidden, scalelined, flexible cavity in your body that can accommodate objects or creatures.

The pouch can hold a maximum volume equal to that of a creature two or more size categories smaller than yourself, and its maximum weight capacity is one-half your own weight.

Opening or closing the pouch requires a move action, and removing an item from it or placing one inside requires another move action.

If you adopt a different body shape or size via any ability that allows a change of shape, everything in your body pouch is immediately expelled onto the ground at your feet.

If you carry a sharp-edged or pointed object (unless sheathed, wrapped, or otherwise guarded) in this cavity, you take $2d4$ points of damage for each round in which you fall, engage in combat, change shape, or make any other violent movement, or $1d4$ points of damage for any round in which you make any other move action.

Placing a living creature inside your pouch requires a successful grapple check if it chooses to resist.

Any creature inside your body pouch remains alive and comfortable for up to 24 hours unless you choose to attack it.

CHAMELEON HIDE [MONSTROUS]

You can alter the hue of your scales to match the surrounding terrain.

Prerequisite: Scaled One.

Benefit: As a full-round action, you can alter the color of your scales to match your surroundings.

Doing so grants you a +2 bonus on Hide checks and a +1 circumstance bonus to Armor Class as long as you do not move from the square.

Special: Any creature that already has a racial bonus on Hide checks stemming from a chameleon-like ability (such as an ophidian) gains no benefits from this feat.

CHARM IMMUNITY [GENERAL]

You are immune to *charm* effects.

Prerequisites: Racial bonus on saving throws against *charm* effects, Charm Resistance.

Benefit: You are immune to all *charm* effects.

CHARM RESISTANCE [GENERAL]

You can resist *charm* effects better than you otherwise could.

Prerequisite: Racial bonus on saving throws against *charm* effects.

Benefit: You gain a +3 bonus on saving throws against *charm* effects.

COBRA HEAD [MONSTROUS]

You can extend the skin of your neck into a cobra hood.

Prerequisite: Serpent or serpentfolk.

Benefit: As a move action, you can dilate the skin on both sides of your neck to form a flat disk, in the manner of a cobra.

While you display this "hood," you gain a +2 bonus on Intimidate checks, and the save DC for each of your spells,

spell-like abilities, and supernatural abilities that causes fear increases by +1.

Furthermore, any creature with an Intelligence score of 2 or below perceives you to be one size category larger than you actually are.

You can retract your skin and resume your normal appearance as a free action.

DEADLY POISON [MONSTROUS]

Your poison attack deals more damage than normal.

Prerequisites: Con 19, poison special attack that deals ability damage as secondary damage, Ability Focus (poison).

Benefit: Your poison attack has the potential to deal more secondary damage than it otherwise could.

If the target of the attack fails the secondary saving throw, the poison deals double its normal secondary damage.

DEADLY SPITTLE [MONSTROUS]

You can use your spit attack against multiple opponents.

Prerequisites: Spit Venom, spit attack, or spittle attack.

Benefit: You can spray your spit in a 15-foot cone-shaped burst.

FORKED TONGUE [MONSTROUS]

You speak with a honeyed voice that bends listeners to your will.

Prerequisites: Serpentfolk.

Benefit: Because of the enticing nature of your voice, you gain a +2 bonus on Bluff checks.

Furthermore, the save DC for each of your spells, spell-like abilities, and supernatural abilities that creates a *charm* effect through verbal means increases by +1.

GAPE OF THE SERPENT [MONSTROUS]

Like a snake, you can stretch your mouth to an outlandish extent to accommodate immense prey.

Prerequisite: Swallow whole special attack.

Benefit: You can swallow a creature of up to your own size category.

Swallowing a creature as big as yourself, however, is a time-consuming process.

Once you have established a hold against such a creature, you make a new grapple check as usual, but success indicates only that you have begun to swallow.

On the following round, you must make an additional grapple check to complete the swallowing.

The held creature can fight or try to break the grapple as normal while you are attempting to swallow it.

Normal: Unless otherwise noted, a creature can swallow opponents up to one size category smaller than itself.

Special: Your gullet can hold one creature of the maximum size.

Other maximum numbers of swallowed creatures remain the same.

GRAFT YUAN-TI FLESH [ITEM CREATION]

You can apply yuan-ti grafts to other living creatures or to yourself.

Prerequisites: Yuan-ti, Heal 10 ranks.

Benefit: You can create yuan-ti grafts (see Yuan-ti Grafts in Chapter 10) and apply them to other living creatures or to yourself.

Creating a graft takes one day for each 1,000 gp in its price. To create a graft, you must spend 1/25 of its price in XP and use raw material costing one-half of this price.

GREATER MULTIGRAB [MONSTROUS]

You can grapple enemies effortlessly with your natural weapons.

Prerequisites: Str 19, Dex 15, improved grab special attack, Multigrab.

Benefit: When grappling an opponent with only the part of your body that made the attack, you take no penalty on grapple checks made to maintain the hold.

Normal: Without this feat, a creature takes a –20 penalty (or a –10 penalty with Multigrab) on grapple checks made to maintain a hold with only the part of its body used to make the attack.

IMPROVED FAMILIAR [GENERAL]

Refer to the Improved Familiar feat on page 200 of the *Dungeon Master's Guide*.

In addition to those choices, the following familiars are available in a FORGOTTEN REALMS campaign.

Improved familiars do not grant any special abilities to their masters other than the Alertness feat, an empathic link, and the ability to share spells with the familiar.

Familiar	Alignment	Level
Jaculi ^{SK}	Chaotic evil	5th
Lizard, spitting crawler ^{Fer}	Neutral	3rd
Mlarraun ^{SK}	Neutral	5th
Muckdweller ^{SK}	Lawful evil	5th
Snake, deathfang ^{Rac}	Neutral evil	9th
Snake, flying ^{Rac}	Neutral	3rd
Snake, glacier ^{SK}	Neutral	3rd
Snake, tree python ^{SK}	Chaotic evil	3rd
Snake, whipsnake ^{SK}	Neutral	3rd

IMPROVED SPIT [MONSTROUS]

You can spit farther than normal.

Prerequisites: Precise Shot and Spit Venom, spit attack, or spittle attack.

Benefit: The range of your spit attack doubles.

Special: You may take Improved Spit multiple times. Each time you take the feat, the range of your spit attack increases by an amount equal to its original range.

IRRESISTIBLE GAZE [MONSTROUS]

Your gaze attack is more potent than normal.

Prerequisite: Gaze attack.

Benefit: The saving throw DC for your gaze attack increases by +2.

Special: The benefit of this feat stacks with that of the Ability Focus feat (see *Monster Manual*).

MULTIGRAB [MONSTROUS]

You can grapple enemies more firmly than normal with your natural attacks.

Prerequisites: Str 17, improved grab special attack.

Benefit: When grappling an opponent with the part of your body that made the attack, you take only a –10 penalty on grapple checks made to maintain the hold.

Normal: Without this feat, a creature takes a –20 penalty on grapple checks made to maintain a hold with only the part of its body used to make the attack.

NARROWED GAZE [MONSTROUS]

Your gaze attack has a limited field of effect.

Prerequisites: Int 13, gaze attack.

Benefit: You may choose to limit your gaze attack to an active gaze.

Doing so prevents you from accidentally affecting friends with your gaze.

Normal: A gaze attack functions constantly on all those within range, and it can also be used actively as an attack action.

PERVASIVE GAZE [MONSTROUS]

Your gaze attack is more effective than normal.

Prerequisites: Int 13, gaze attack.

Benefit: A creature that averts its eyes has only a 25% chance to avoid the need for a saving throw against your gaze attack.

Normal: A creature that averts its eyes normally has a 50% chance to avoid the need for a saving throw against a gaze attack.

Special: This feat does not affect eye rays, such as those of a beholder.

PETRIFICATION IMMUNITY [GENERAL]

You are immune to petrification effects.

Prerequisites: Racial bonus on saving throws against petrification effects, Petrification Resistance.

Benefit: You are immune to all petrification effects.

PETRIFICATION RESISTANCE [GENERAL]

You can resist petrification effects better than you otherwise could.

Prerequisite: Racial bonus on saving throws against petrification effects.

Benefit: You gain a +3 bonus on saving throws against petrification effects.

PIERCING GAZE [MONSTROUS]

Your gaze attack has a greater range than normal.

Prerequisites: Int 13, Cha 17, gaze attack, Irresistible Gaze.

Benefit: Because of the sheer force of your presence, the range of your gaze attack increases by 30 feet.

POISON IMMUNITY [MONSTROUS]

You can ignore the effects of poison.

Prerequisites: Poison special attack as an extraordinary ability, Poison Resistance.

Benefit: You are immune to all poison attacks.

POISON RESISTANCE [MONSTROUS]

You can resist poison better than you otherwise could.

Prerequisite: Poison special attack as an extraordinary ability.

Benefit: You gain a +2 bonus on saving throws against poison.

If a creature of your own kind produces the poison, this bonus increases to +4, assuming that you are not already immune to the poison of your own kind.

PREHENSILE TAIL [MONSTROUS]

You can use your tail to manipulate objects.

Prerequisites: Str 13, tail attack, Two-Weapon Fighting or Multiweapon Fighting.

Benefit: You can use your tail as an extra “hand”.

It can grasp melee weapons and use them in combat, although the normal penalties for using an off-hand weapon apply.

If you have two hands, your tail counts as a third hand for the purpose of the Multiweapon Fighting feat and all other feats for which it is a prerequisite.

You can also use your tail to assist with grapple checks and Climb checks.

You gain a +2 competence bonus on all such checks.

PUFF TORSO [MONSTROUS]

You can puff out your skin to appear larger and more threatening.

Prerequisite: Serpent or serpentfolk.

Benefit: As a move action, you can dilate the skin along your torso in the manner of a puff adder.

While your body is thus distended, you gain a +4 bonus on Intimidate checks.

You can reduce your body back to its normal size as a free action.

RENDING CONSTRICTION [MONSTROUS]

You can pull grappled enemies apart.

Prerequisites: Str 19, Dex 15, constrict special attack, improved grab special attack, Greater Multigrab, Multigrab, two limbs capable of grappling.

Benefit: If you maintain a hold on an opponent with more than one appendage, you can make an additional rend attack in the same round as you constrict.

This attack automatically deals double the base damage for your constrict attack, plus $1\frac{1}{2}$ times your Strength bonus. The held creature is automatically released on its next action, so you must reestablish the hold to constrict again.

SPIT VENOM [MONSTROUS]

You can spit venom in the manner of a spitting cobra.

Prerequisite: Poisonous bite attack.

Benefit: You can spit your venom up to 30 feet as ranged touch attack.

Your poison functions as a contact poison in addition to its usual delivery method.

The effects are otherwise the same as if you had delivered it in your normal fashion.
This attack requires a standard action.

TAIL RATTLE [MONSTROUS]

Your tail gains a rattle like that of a rattlesnake.

Prerequisite: Serpent or serpentfolk.

Benefit: As a free action, you can create an ominous rattling noise by shaking your tail in the manner of a rattlesnake.

During any round in which your tail rattle can be heard, you gain a +2 bonus on Intimidate checks, and the save DC for each of your spells, spell-like abilities, and supernatural abilities that has the sonic descriptor increases by +2. You can use this ability even while you are holding a weapon or other item in your tail.

SHINING SOUTH (3.5)

MAIN SECTION FEATS

ALLIED DEFENSE [GENERAL]

You are good at protecting nearby allies.

Prerequisite: Combat Expertise.

Benefit: Whenever you use Combat Expertise to gain a bonus to Armor Class, any adjacent ally gains the same bonus.

Normal: The Combat Expertise feat only grants you an Armor Class bonus.

ANKHEG TRIBE AMBUSH [REGIONAL]

You have learned how to hide and spring to attack, much like the ankhegs that roam the plains where you hunt.

Prerequisites: Human (the Shaar), membership in Ankheg Tribe (see Human Tribes of the Shaar, page 164).

Benefit: You gain a +4 circumstance bonus on Hide checks when prone in tall grass.

During a surprise round, you can leap up from prone position as a free action.

Normal: Characters without this feat must use a move action to stand up.

CHEETAH TRIBE SPRINT [REGIONAL]

You have learned the secret of lightning-fast running from the cheetah that roams the plains where you live.

Prerequisites: Human (the Shaar), membership in Cheetah Tribe (see Human Tribes of the Shaar, page 164).

Benefit: Once per hour, you can move four times your normal speed when making a charge as a full-round action. You cannot perform this feat while wearing medium or heavy armor or carrying a medium or heavy load.

Normal: Characters without this feat can only move up to twice their speed when making a charge as a full-round action.

COVER YOUR TRACKS [GENERAL]

You are good at masking your route, making it difficult for others to track you.

Prerequisite: Track.

Benefit: Add +5 to the DC to follow your tracks, or +10 if you move at half speed and hide your trail.

You gain a +2 bonus on Hide checks.

Normal: Characters without this feat can move at half speed and hide their trail, adding +5 to the DC to follow their tracks.

EAGLE TRIBE VISION [REGIONAL]

You have keen eyesight reminiscent of the giant eagles that fly over your tribal lands.

Prerequisites: Human (the Shaar), membership in Eagle Tribe (see Human Tribes of the Shaar, page 164).

Benefit: You gain a +5 bonus on Spot checks.

HALRUAAN ADEPT [REGIONAL]

You have studied the old cooperative spellcasting traditions of Halruaa, and you are well-versed in the rites and arcana of Halruaan magic.

Prerequisites: Human (Halruaa).

Benefit: You can participate in Halruaan circle magic under the guidance of a Halruaan elder.

In addition, you gain a +3 bonus on Spellcraft checks.

Normal: You cannot participate in circle magic unless you have the appropriate feat or class ability.

HEAT TOLERANCE [GENERAL]

You are used to living in hot, humid conditions.

Benefit: You gain a +10 bonus on Fortitude saves against nonlethal heat damage as described under Heat Dangers, page 303 of the *Dungeon Master's Guide*.

HOLD THE LINE [GENERAL]

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You can make an attack of opportunity against an opponent who charges you when it enters an area you threaten.

Your attack of opportunity happens immediately before the charge attack is resolved.

Your attacks of opportunity in a round are still limited to the number allowed by Combat Reflexes.

HYENA TRIBE HUNTER [REGIONAL]

You have learned the secrets of hunting from the hyena that roams the lands where your tribe wanders.

Prerequisites: Human (the Shaar), membership in Hyena Tribe (see Human Tribes of the Shaar, page 164).

Benefit: You gain a +2 bonus on Hide checks and a +2 bonus on trip attempts and rolls to avoid being tripped.

Special: Characters with this feat can take the Improved Trip feat even if they don't meet the other prerequisites for that feat.

INITIATE OF LOVIATAR [INITIATE]

You have been initiated into the greatest secrets of Loviatar's church.

Prerequisites: Cleric level 5th, patron deity Loviatar.

Benefit: The first time you take damage in any combat, you gain a +1 morale bonus on attack rolls and saves against fear effects for 1 minute per cleric level.

In addition, you add the following spells to your cleric spell list:

- 2nd Nybor's Gentle Reminder: Target is dazed 1 round, thereafter distracted and -2 on attacks, saves, and checks.
- 3rd Mystic Lash: Creates energy whip that deals 1d6 electricity damage/three levels (max 4d6) and stuns for 1 round.
- 5th Fleshshiver: Target is stunned for 1 round, takes 1d6/level damage, and is nauseated for 1d4+2 rounds.

LION TRIBE WARRIOR [REGIONAL]

You have learned how to pounce on your foes, like the lion that roams your lands.

Prerequisites: Human (the Shaar), membership in Lion Tribe (see Human Tribes of the Shaar, page 164).

Benefit: You may make a full attack with a single light weapon as part of a charge action.

If you have light weapons in both hands, you can instead strike with each weapon once, using the normal rules for fighting with two weapons.

Normal: Characters without this feat can make only one attack as part of a charge action.

NATURAL SCAVENGER [GENERAL]

You are particularly adept at finding food while on the move.

Prerequisites: Survival 5 ranks.

Benefit: You can move at your normal overland speed while using Survival to hunt or forage for food.

You gain a +4 competence bonus on Survival checks made for that purpose.

Normal: A character without this feat can move at only half speed while foraging for food with a Survival check.

NOMADIC TREKKER [REGIONAL]

You are particularly efficient at overland movement across the great grasslands.

Prerequisite: Human (the Shaar) or wemic (the Shaar).

Benefit: You can move overland across trackless plains at normal speed.

You gain a +4 bonus on Constitution checks required for forced marches across plains.

Up to one ally per character level can also gain these benefits while traveling with you.

Normal: Overland movement across trackless plains is at 3/4 normal speed.

RESIST DISEASE [GENERAL]

You have developed a natural resistance to diseases.

Benefit: You gain a +4 bonus on Fortitude saving throws against diseases.

RHINOCEROS TRIBE CHARGE [REGIONAL]

You use the power of the rhinoceros's charge in battle.

Prerequisites: Human (the Shaar), membership in Rhinoceros Tribe (see Human Tribes of the Shaar, page 164).

Benefit: When you charge, if your melee attack hits, it deals an extra 2d6 points of damage.

This feat works only when you make a charge, even when you're mounted.

If you have the ability to make multiple attacks on a charge, you can apply this extra damage to only one of those attacks in a round.

SELECTIVE SPELL [METAMAGIC]

You can screen allies from the effects of your area spells.

Prerequisite: Any other metamagic feat.

Benefit: You can modify an area spell so that it does not affect one designated creature within its area.

All other creatures in the spell's area are affected normally.

Selective Spell has no effect on target or effect spells.

A Selective Spell uses a slot one level higher than the spell's normal level.

TALL MOUTHER HUNTER [REGIONAL]

Because of your cultural hatred for tall mouters, you have had specific training in how best to fight them.

Prerequisite: Halfling (Luiren).

Benefit: You gain +2 competence bonus on damage rolls against aberrations.

You also gain the benefit of the Improved Critical feat for the weapon you are using in any such attack.

This benefit does not stack with any other effect that expands your weapon's critical threat range.

These benefits apply on melee attacks and on ranged attacks at a range of up to 30 feet.

WOODWISE [REGIONAL]

You are trained in fighting in woodlands and know how to use the terrain to best advantage.

Prerequisite: Elf (the Misty Vale), star elf (Sildëyuir), or volodni (the Forest of Lethyr).

Benefit: You ignore hampered movement penalties from naturally occurring light or heavy undergrowth.

(You are still hampered by magically enhanced brush and plants).

When fighting in wooded areas, you gain a +1 dodge bonus to Armor Class.

Normal: A character without this feat spends 2 squares of movement to move through light undergrowth and 4 squares to travel through heavy undergrowth, and gains no defensive bonus for fighting in woodlands.

SONG AND SILENCE (3.0)

MAIN SECTION FEATS

ACROBATIC [GENERAL]

You have excellent body awareness and coordination.

Benefit: You get a +2 bonus on all Jump and Tumble checks.

ALLURING [GENERAL]

Others have an inexplicable urge to believe your every word.

Prerequisite: Persuasive, Trustworthy.

Benefit: You get a +2 bonus on Diplomacy checks and add +2 to the save DCs of all your mind-affecting, language-dependent spells.

ARTERIAL STRIKE [GENERAL]

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisite: Base attack +4, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 points of extra sneak attack damage to deliver a wound that won't stop bleeding.

Each wound so inflicted does an additional 1 point of damage per round.

Wounds from multiple arterial strikes result in cumulative blood loss—that is, two successful arterial strikes do an additional 2 points of damage per round.

Blood loss, whether from one such wound or several, stops when the victim receives one successful Heal check, any cure spell, or any other form of magical healing.

Creatures not subject to sneak attacks are immune to this effect.

ATHLETIC [GENERAL]

You're physically fit and adept at outdoor sports.

Benefit: You get a +2 bonus on Climb and Swim checks.

CHARLATAN [GENERAL]

You're adept at fooling people.

You know how to tell them just what they want to hear.

Benefit: You get a +2 bonus on Bluff and Disguise checks.

CHINK IN THE ARMOR [GENERAL]

You are an expert at slipping a weapon between armor plates or into seams.

Prerequisite: Expertise.

Benefit: If you take a standard action to study an opponent, you can ignore half of his or her armor bonus (rounded down) during your next single attack. Only bonuses from actual armor (including natural armor) are halved, not those from shields, enhancement bonuses to armor, or magic items that provide an armor bonus.

DASH [GENERAL]

You move faster than normal for your race.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster than it normally would be.

DISGUISE SPELL [METAMAGIC]

You can cast spells without observers noticing.

Prerequisite: Bardic music ability, 12+ ranks in Perform.

Benefit: You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into your performances so skillfully that others rarely catch you in the act.

Like a silent, stilled spell, a disguised spell can't be identified through a Spellcraft check.

Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't.

Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from.

A disguised spell uses up a spell slot one level higher than the spell's actual level.

EXPERT TACTICIAN [GENERAL]

Your tactical skills work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that be can done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason.

You take your extra attack when it's your turn, either before or after your regular action.

If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

Note: This feat first appeared in *Sword and Fist*.

This version supersedes the one originally printed there.

EXTRA MUSIC [GENERAL]

You can use your bardic music more often than you otherwise could.

Prerequisite: Bardic music ability.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per level.

Special: A character may gain this feat multiple times.

FLEET OF FOOT [GENERAL]

You run so nimbly that you can turn corners without losing momentum.

Prerequisites: Dex 15+, Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less.

You can't use this feat while wearing medium or heavy armor, or if you're carrying a load heavier than light.

Normal: Without this feat you can run or charge only in a straight line.

FLICK OF THE WRIST [GENERAL]

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisite: Dex 17+, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only).

This feat works only once per combat.

GREEN EAR [GENERAL]

Your bardic music and virtuoso performance affect plants and plant creatures.

Prerequisite: Bardic music ability, 10+ ranks in Perform.

Benefit: You can alter any of your mind-affecting bardic music or virtuoso performance effects so that they influence plants and plant creatures in addition to any other creatures they would normally affect.

Normal: Plants are normally immune to all mind-influencing effects.

HAMSTRING [GENERAL]

You can wound an opponents' legs, hampering his or her movement.

Prerequisite: Base attack +4, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo +2d6 of your sneak attack damage to reduce your opponent's land speed by half.

Other forms of movement (fly, burrow, and so forth) aren't affected.

The speed reduction ends when the target receives healing (a successful Heal check, any *cure* spell, or other magical healing) or after 24 hours, whichever comes first.

A hamstring attack does not slow creatures that are immune to sneak attack damage or those that have either no legs at all or more than four legs.

It takes two successful hamstring attacks to affect a quadruped.

JACK OF ALL TRADES [GENERAL]

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+.

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have.

You cannot, however, gain ranks in a skill unless you are allowed to select it.

LINGERING SONG [GENERAL]

Your bardic music stays with the listeners long after the last note has died away.

Prerequisite: Bardic music ability.

Benefit: If you use bardic music to inspire competence, inspire courage, or inspire greatness, the effects last twice as long as they otherwise would.

Normal: Inspire courage and inspire greatness last as long as the bard sings, plus an additional 5 rounds thereafter. Inspire confidence lasts 2 minutes.

MULTICULTURAL [GENERAL]

You blend in well with members of another race.

Prerequisite: Speak Language (your chosen race).

Benefit: Choose any one humanoid race other than your own.

Whenever you meet members of that race, they are likely to treat you as one of their own.

You gain a +4 bonus on Charisma checks made to alter the attitude of your chosen race (according to the NPC

Attitudes section in Chapter 5 of the *Dungeon Master's Guide*).

OBSCURE LORE [GENERAL]

You are a treasure trove of little-known information.

Prerequisite: Bardic knowledge ability.

Benefit: You gain a +3 bonus on checks using your bardic knowledge ability.

PERSUASIVE [GENERAL]

You could sell a tindertwig hat to a troll.

Benefit: You gain a +2 bonus on all Bluff and Intimidate checks.

PYRO [GENERAL]

You're good at lighting objects and opponents on fire.

Benefit: If you set something or someone on fire by any means (alchemist's fire, for example), the flames do (an extra 1 point of damage per die, and the Reflex save DC to extinguish the flames increases by +5).

Normal: Fire generally does 1d6 points of damage. A successful Reflex save (DC 15) extinguishes it.

QUICKER THAN THE EYE [GENERAL]

Your hands can move so quickly that observers don't see what you've done.

Prerequisite: Dexterity 19+.

Benefit: While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot checks of any observers.

If you succeed, your misdirection makes them look elsewhere while you take a partial action.

If your partial action is an attack against someone who failed the opposed check, that opponent is denied a Dexterity bonus to AC.

REQUIEM [GENERAL]

Your bardic music affects undead creatures.

Prerequisite: Bardic music ability, 12+ ranks in Perform.

Benefit: You can extend your mind-affecting bardic music and virtuoso performance effects so that they influence even the undead.

All bardic music effects on undead creatures have only half the duration they normally would against the living.

Normal: Undead are usually immune to mind-influencing effects.

SHADOW [GENERAL]

You are good at following someone surreptitiously.

Benefit: You gain a +2 competence bonus on Hide and Spot checks made while following a specific person.

SNATCH WEAPON [GENERAL]

You can disarm an opponent, then pluck the weapon from midair.

Prerequisite: Improved Disarm.

Benefit: If you succeed in disarming an opponent and you have a free hand, you can grab the weapon yourself instead of letting it fall.

If you can wield that weapon in one hand, you can immediately make a single attack with it, though you suffer the usual penalties for a second attack with an off-hand weapon.

Normal: After a successful disarm attempt, the weapon winds up at the defenders' feet, unless you attempted the disarm attack while unarmed.

SUBSONICS [GENERAL]

Your music can affect even those who do not consciously hear it.

Prerequisite: Bardic music ability, 10+ ranks in Perform.

Benefit: You can play so softly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music.

Similarly, you can affect opponents within range with your music, and unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

TRUSTWORTHY [GENERAL]

Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

STORMWRACK (3.5)

MAIN SECTION FEATS

AQUATIC SHOT []

You have developed the technique of firing a ranged weapon into or through the water with better accuracy than normal, striking at just the right angle to allow it to slice through the obstruction with precision.

Prerequisite: Point Blank Shot.

Benefit: You can employ ranged weapons underwater at a reduced range increment.

You do not take the normal penalty for making a ranged attack through water.

Thrown Weapons: You can use thrown piercing weapons underwater with a -2 penalty for every 5 feet of water passed through, in addition to any range increment penalties.

Missile Weapons: You can use bows and crossbows underwater with a -2 penalty for every 10 feet of water passed through, in addition to any range increment penalties.

Aquatic Longbow: You can fire an aquatic longbow (see page 107) underwater with a range increment of 30 feet. In addition, water does not provide any cover against your ranged attacks if you are out of the water and firing at a target in the water.

If your weapon's range increment is different underwater than it is above the water, count the water surface as the beginning of a new range increment, and use your

underwater range increment after the point at which your weapon strikes the water.

Normal: Thrown weapons are not useable underwater. Ranged attacks through water normally receive a penalty of -2 for every 5 feet of water they pass through.

An aquatic longbow has a range increment of 10 feet underwater.

A target in water has improved cover or total cover against attacks from out of the water.

BLACKWATER INVOCATION [DIVINE]

You can call upon negative energy to infuse normal water around you, transforming it into the dark, cold water found at the bottom of deepest ocean trenches.

This feat is favored by the clerics of wicked sea gods and the masters of the deep pelagic abysses.

Prerequisite: Ability to channel negative energy.

Benefit: By expending a daily rebuke undead attempt, you can infuse the water around you for a 30-foot radius with negative energy.

The water darkens and becomes bitterly cold for 10 minutes.

Those entering the water who are not protected from cold must make a DC 15 Fortitude save or take 1d6 nonlethal damage.

This damage is the same kind of damage dealt by cold weather and is only taken once (as it would have to last a full hour to deal damage again).

However, those leaving the area and then returning to it must make another saving throw or take further damage, since their warmed bodies are chilled once again.

Those wearing warm clothing or otherwise protected from the cold (whether by any amount of resistance to cold or the *endure elements* spell) take no damage from this effect. Additionally, those within the area of affected water gain concealment.

Those with the ability to channel negative energy are immune to the cold effects of this feat but are still subject to its concealment miss chance.

BREATHING LINK []

You can allow a person adjacent to you to breathe water.

Prerequisites: Aquatic elf or water genasi, base Will save +2.

Benefit: As a free action on your turn, you can select one creature within 5 feet of you and give that creature the ability to breathe water as easily as you do.

This supernatural ability renews automatically for that creature until you direct the ability to another creature or withdraw your power from it (a free action).

The creature's ability to breathe water ends immediately if you are separated by more than 5 feet or if you die, at which point the creature begins to drown if it is still underwater.

This ability does not hamper the creature's ability to breathe air, nor does it change the creature's ability (or inability) to swim.

Special: You can select this feat more than once.

Each time you take this feat, you can affect an additional creature with this ability.

All such creatures need to remain within 5 feet of you (not each other).

If one creature exceeds the range of this power, its subsequent distress has no effect on the other creatures you are helping.

CLEVER WRESTLING []

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Small or Medium size, Improved Unarmed Strike.

Benefit: When your opponent is Large or larger, you gain a circumstance bonus on your grapple check to escape a grapple or pin.

The size of the bonus depends on your opponent's size.

Opponent Size	Bonus
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8

CURLING WAVE STRIKE []

Mimicking the forceful power of the wave, you can trip multiple foes as part of the same strike.

Prerequisites: Dex 13, Improved Trip.

Benefit: If you trip an opponent in melee combat, you can immediately make another trip attempt against another foe within reach at the same total attack bonus as the first trip attack.

This replaces the free attack you would normally get against the tripped opponent (from the Improved Trip feat).

If you successfully trip a second opponent, you do not get a free attack against that opponent.

You can use this feat only once per round.

Normal: A character with Improved Trip who trips an opponent in melee gets a free attack against that opponent.

EXPERT SWIMMER []

You swim like a fish.

You can stay underwater far longer than others of your race, and you are at home in the water.

Prerequisite: Swim 4 ranks, Endurance.

Benefit: You can hold your breath for 3 rounds per point of Constitution.

You gain a +4 bonus on Constitution checks made to continue holding your breath.

On a successful Swim check, you swim your land speed (as a full-round action) or half your land speed (as a move action).

Your natural swim speed increases by 10 feet, if you have a swim speed.

Normal: You can hold your breath for a number of rounds equal to twice your Constitution before you are at risk of drowning.

On a successful Swim check, you swim half your land speed as a full-round action, or one-quarter your land speed as a move action.

FLYING FISH LEAP []

You can hurl yourself out of the water with ease.

Prerequisites: Jump 8 ranks, Swim 4 ranks.

Benefit: When leaping out of the water with a high jump, you ignore the penalty on the Jump check.

In addition, you can fling yourself over the surface of the water when you make a high jump, leaping laterally just as far as you leap vertically.

Use the result of your high jump check to determine the distance traveled with a long jump.

Normal: Jump checks incur a -10 penalty when making a high jump out of water.

GREAT CAPTAIN []

You are a master pilot and battle leader; your crew anticipates your every command and leaps to do your bidding.

Prerequisites: Profession (sailor) 7 ranks, Knowledge (geography) 7 ranks, Leadership.

Benefit: If you are in command of a vessel, you can use the aid another action to assist all other persons on board who are performing the same action in the current round—for example, making an attack, making Profession (siege engineer) checks, making Profession (sailor) checks, and so forth.

Commanding the vessel in combat is a move action for you.

Normal: You can only use the aid another action to assist one character at a time.

Commanding a vessel in combat requires a standard action.

LANDWALKER []

You can survive out of the water for a longer period of time than most of your kind.

Prerequisite: Aquatic elf.

Benefit: You can survive out of the water for 3 hours per point of Constitution.

After this point you must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or you begin to suffocate.

Normal: Aquatic elves can survive out of water for 1 hour per point of Constitution; after this point they begin to suffocate.

OLD SALT []

You are an old hand at shipboard life, having mastered the myriad skills that are required of the experienced sailor. Additionally, you have an eye for the weather.

Prerequisites: Profession (sailor) 5 ranks.

Benefit: You gain a +1 bonus on Balance, Profession (sailor), and Use Rope checks.

Additionally, you can use a Profession (sailor) check to predict the weather (as described in the Survival skill on page 83 of the *Player's Handbook*).

Normal: Survival is normally used to predict the weather.

RAPID SWIMMING []

You are one with the water.

Prerequisite: Natural swim speed, base Fortitude save +2.

Benefit: Your swim speed increases by 20 feet.

SAHUAGIN FLIP []

You can safely attack and withdraw underwater.

Prerequisites: Swim speed, Dex 13, Dodge.

Benefit: After making a single melee attack, you can use the withdraw action (moving up to twice your swim speed) as a move action.

You can only use this feat while swimming.

Normal: Withdrawing from combat is a full-round action (see page 143 of the *Player's Handbook*).

SAILOR'S BALANCE []

You are experienced with the rolling decks of the ship and maintain strong footing, even in a terrible storm.

Prerequisites: Profession (sailor) 4 ranks.

Benefit: You gain a +5 competence bonus on Balance checks made while on the deck or in the rigging of a ship. You can move across a slippery deck (see page 20) at your normal speed.

Normal: Without this feat, each square of movement across a slippery deck costs 2 squares of movement.

SANCTIFY WATER [DIVINE]

You can call upon positive energy to momentarily transform normal water around you into holy water. This feat is often learned by the clerics and paladins of sea gods, as well as aquatic clerics of all stripes.

Prerequisites: Cha 13, ability to channel positive energy.

Benefit: By expending a daily turn undead attempt, you can infuse the water around you with positive energy, which has the same effect as holy water.

All creatures in a 20-foot radius around you immediately take damage as though they'd been struck directly by a flask of holy water.

The water retains positive energy for a number of rounds equal to 1 + your Charisma modifier, and deals damage each round.

Creatures unaffected by holy water are similarly unaffected by this ability.

SCOURGE OF THE SEAS []

You have a sinister reputation as a pirate and can intimidate enemy captains by your mere presence.

Prerequisite: Cha 15, Intimidate 5 ranks.

Benefit: You can make an Intimidate check to daunt the captain of another ship who can see you or your distinctive colors (see the rules on page 25 for sighting another ship). This is opposed by the target character's modified level check (see Intimidate on page 76 of the *Player's Handbook*). If you succeed on the Intimidate check, the target is frightened for as long as it remains able to see you and for 1d6×10 minutes afterward.

A frightened character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks, and tries to flee from you as best it can.

If escape is impossible (for example, due to ship damage or the loss of sails), that character will strike the ship's colors and surrender.

Even if you fail the check, the target might become shaken unless you fail by 5 or more.

This effect lasts as long as the daunting effect.

SEA LEGS []

You are accustomed to the rolling motion on board a ship and can use this motion to your advantage.

Benefit: As long as you are on board a ship, you get a +2 bonus on Balance and Tumble checks, and a +1 bonus on initiative checks.

SHIP'S MAGE []

You form a potent supernatural bond with a ship.

Your spells have a more potent effect when cast aboard this ship.

Those spellcasters who possess this feat are greatly favored as ship crew.

Prerequisites: Profession (sailor) 2 ranks, Spellcraft 4 ranks.

Benefit: Add +1 to the caster level of all spells cast while you are aboard a ship that is familiar to you.

In addition, spells you cast while aboard a ship that is familiar to you deal no damage to that ship.

It takes one week of living and working aboard a ship to become familiar with it.

You can only be familiar with one ship at a time; the familiarity with a particular ship fades should you become familiar with another ship.

Additionally, should you remain away from the ship you are familiar with for more than a month, that familiarity fades as well.

STEAM MAGIC []

You are skilled at casting fiery spells into the water, causing terrible gouts of scalding steam.

Prerequisites: Spellcraft 4 ranks.

Benefit: You need not make a Spellcraft check to successfully cast spells or use spell-like abilities with the fire descriptor targeted on water (see page 93 of the *Dungeon Master's Guide*).

Normal: Casting a fire spell or using a spell-like ability targeted on water successfully normally requires a Spellcraft check (DC 20 + spell level).

STORM MAGIC []

You gain a boost in spellcasting power during storms.

Benefit: All spells you cast while you are affected by a storm (either natural or magical) are at +1 caster level.

SUNKEN SONG []

You can project your voice underwater.

Prerequisites: Bardic music class feature, Perform (sing) 4 ranks.

Benefit: By tremendous effort of will and sheer musical ability, you can use Perform (sing) underwater even though you cannot breathe water.

This is more like a forceful humming than singing, and words are not intelligible, but you are able to produce bardic music effects.

The maximum distance of such effects (where applicable) is unchanged.

This feat does not help with Perform checks involving oratory or wind instruments.

Normal: You cannot use any air-dependent Perform skills underwater if you are not able to breathe water.

SWIM-BY ATTACK []

You can attack in the middle of a fast pass by your opponent.

Prerequisite: Swim speed.

Benefit: When swimming, you can take a move action and another standard action (such as an attack) at any point during the move.

You cannot take a second move action during a round when you make a swim-by attack.

Normal: Without this feat, you take a standard action either before or after your move, but not in the middle of your move.

TOOTHED BLOW []

You are able to hammer your foes more effectively underwater.

Prerequisites: Str 13, Improved Unarmed Strike.

Benefit: When making unarmed strikes, your attacks count as piercing weapons as well as bludgeoning weapons. This allows you to avoid the penalties for using bludgeoning weapons underwater when making unarmed strikes (see Table 3–22: Combat Adjustments Underwater on page 92 of the *Dungeon Master's Guide*).

Normal: Without a *freedom of movement* effect, you take a –2 penalty on attacks with bludgeoning weapons and deal only half normal damage.

WATER ADAPTATION []

You favor your aquatic elf parent and have developed the ability to breathe and move about in water easily.

Prerequisite: Aquatic half-elf.

Benefit: You can breathe water as well as air.

Your swim speed improves to 20 feet.

Normal: Aquatic half-elves without this feat cannot breathe water and have a swim speed of 15 feet.

WINDSINGER []

You can use song or a wind instrument to compel the winds to obey you.

The bard who possesses this feat is highly favored aboard a sailing vessel; indeed, a bard who demonstrates the ability to control the wind to some degree is usually given an officer's position aboard ship.

Prerequisites: Bardic music class feature, Perform (sing or wind instruments) 5 ranks.

Benefit: By expending a daily bardic music use, you can lull the winds around a single ship into well-tamed gusts. They continue to blow into the sails of the ship as normal for their speed, but their effects on the crew are one stage in intensity less (see Table 1–2 on page 23).

Thus, a strong wind affected by this ability continues to propel the ship along as normal for a strong wind, but it only affects the crew as though it were a moderate wind. You can also alter the direction of the wind by one compass point (from north to north-west or north-east, from south-west to west or south, etc.).

These effects last as long as the bard continues to perform his bardic music, plus 10 rounds after the music has ended.

SIDEBAR FEATS

POWERFUL CHARGE []

A creature with this feat can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When a creature with this feat charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size).

For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when the creature makes a charge.

It does not work when the creature is mounted.

If the creature has the ability to make multiple attacks after a charge, it can only apply this extra damage to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

STRONGHOLD BUILDER'S GUIDEBOOK (3.0)

SIDEBAR FEATS

CREATE PORTAL [ITEM CREATION]

You have learned the ancient craft of creating a *portal*, a permanent magic device that instantaneously transports those who know its secrets from one locale to another.

Prerequisite: Craft Wondrous Item.

Benefit: You can create any *portal* whose prerequisites you meet.

Crafting a *portal* takes one day for each 1,000 gp in its base price.

To craft a *portal*, you must spend 1/25 of its base price in XP and use up raw materials costing half of this base price.

Some *portals* incur extra costs in material components or XP as noted in their descriptions.

These costs are in addition to those derived from the *portal's* base price.

LANDLORD [SPECIAL]

By knowing the right nobles, making contacts with masons and artisans, or performing great deeds for a liege-lord, you have resources that help you build and expand your stronghold.

Prerequisites: The character must be at least 9th level.

Benefit: This feat gives you a small allowance that you can use to build or expand a stronghold.

It's not cash, so it only applies to stronghold purchases. (You can't cash it out and spend it on something else).

In addition, the feat provides matching funds for expenditures made from your own purse of gold.

For example, if you spend 50,000 gp of your own (beyond the allowance) to purchase stronghold components, walls, or wondrous architecture, the feat provides a bonus allowance of the same amount.

The exact nature of the resources depends on your campaign; you and your DM should decide on this beforehand.

If you have performed missions successfully for a noble, rich merchant, or other power group, perhaps they have willed the land to you.

If you're a cleric, maybe the church sends supplicants to provide free labor.

Regardless of your class or social standing, you might inherit a keep from a long-lost relative.

See Table 1–6: Landlord Funds for how much you can spend.

When you first select the Landlord feat, you receive the amount listed under Stronghold Allowance.

At each successive level, you get an additional allowance equal to the amount listed under Additional Funds Gained (which is equal to the difference between the Stronghold Allowance of your new level and the previous level).

For example, if you take the Landlord feat at 9th level, you get 25,000 gp to spend on a stronghold.

When you attain 10th level, you receive an additional 25,000 gp (50,000 – 25,000) to spend on your stronghold. Characters can save their allowance from level to level if they wish.

Note: Multiple characters can purchase this feat and pool their resources to construct a stronghold together.

However, the feat only provides matching funds for your own contributions (that is, if one character from a group of four contributes 10,000 gp to the construction of the group's stronghold, the feat provides matching funds for that character (10,000 gp), not for all four characters (40,000 gp), even if all four have the feat).

If all four characters have the feat and each contributes funds to the cause, they each receive matching funds equal to their contribution.

TABLE 1–6: LANDLORD FUNDS

Level	Stronghold Allowance	Additional Funds Gained
9	25,000 gp	n/a
10	50,000 gp	25,000 gp
11	75,000 gp	25,000 gp
12	100,000 gp	25,000 gp
13	150,000 gp	50,000 gp
14	200,000 gp	50,000 gp
15	250,000 gp	50,000 gp
16	300,000 gp	50,000 gp
17	400,000 gp	100,000 gp
18	500,000 gp	100,000 gp
19	600,000 gp	100,000 gp
20	800,000 gp	200,000 gp

SWORD AND FIST (3.0)

MAIN SECTION FEATS

BLINDSIGHT, 5–FOOT RADIUS [GENERAL]

You sense opponents in the darkness.

Prerequisites: Base attack bonus +4, Blind Fight, Wisdom 19+.

Benefit: Using senses such as acute hearing and sensitivity to vibrations you detect the location of opponents who are no more than 5 feet away from you. Invisibility and darkness are irrelevant, though you cannot discern noncorporeal beings.

Except for the decreased range, this feat is identical with the exceptional ability blindsight defined in the *Monster Manual*.

CIRCLE KICK [GENERAL]

You kick multiple opponents with the same attack action.

Prerequisites: Base attack bonus +3, Improved Unarmed Strike, Dex 15+.

Benefit: A successful unarmed attack roll allows you to make a second attack roll against a different opponent that is within the area that you threaten.

This feat requires the full attack action.

CLOSE-QUARTERS FIGHTING [GENERAL]

You are skilled at fighting at close range and resisting grapple attacks.

Prerequisite: Base attack bonus +3.

Benefit: When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled.

Further, you are entitled to make an attack of opportunity even if the attacking creature has the improved grab ability. This feat does not provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from Close-Quarters Fighting.

For example, a dire bear strikes you with a claw attack.

If you don't have this feat, the dire bear's improved grab ability allows it to immediately attempt a grapple check, provoking no attack of opportunity from you.

However, with Close-Quarters Fighting, you are entitled to an attack of opportunity.

If you hit and score 8 points of damage, you may add +8 (plus your attack bonus, Strength bonus, and size modifier) to your grapple check to resist the dire bear's grapple attempt.

DEATH BLOW [GENERAL]

You waste no time in dealing with downed foes.

Prerequisites: Base attack bonus +2, Improved Initiative.

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action.

Normal: Performing a coup de grace is a full-round action.

DIRTY FIGHTING [GENERAL]

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2.

Benefit: Make a melee attack roll normally.

If successful, you inflict an additional +1d4 points of damage.

This feat requires the full attack action.

DUAL STRIKE [GENERAL]

Your combat teamwork makes you a more dangerous foe.

Prerequisites: Base attack bonus +3, Combat Reflexes.

Benefit: If you and an ally both have this feat and are flanking an opponent you both get a +4 bonus on your attack roll.

Normal: The standard flanking attack roll bonus is +2.

EAGLE CLAW ATTACK [GENERAL]

Your unarmed attacks shatter objects.

Prerequisites: Base attack bonus +2, Improved Unarmed Strike, Sunder, Dex 15+.

Benefit: You can strike an opponent's weapon or shield with an unarmed strike.

Special: Weapon hardness and hit point ratings are given on Table 8–13: Common Weapon and Shield Hardness Ratings and Hit Points in the *Player's Handbook*.

EXPERT TACTICIAN [GENERAL]

Your Tactical skill works to your advantage.

Prerequisite: Base Attack bonus +3.

Benefit: This feat allows you to make one melee attack (or anything that can be done as a melee attack) against one foe who is within melee and denied her Dexterity bonus against your melee attacks for any reason.

You take your extra attack when it's your turn, either before or after your regular action.

If several foes are within melee reach and denied their Dexterity bonus, you can attack only one of them with this feat.

EXTRA STUNNING ATTACKS [GENERAL]

You gain extra stunning attacks when fighting unarmed.

Prerequisites: Base attack bonus +2, Stunning Fist.

Benefit: You gain the ability to make three extra stunning attacks per day.

You may take this feat multiple times.

EYES IN THE BACK OF YOUR HEAD [GENERAL]

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Base attack bonus +3, Wis 19+.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking you.

This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flat-footed.

Normal: When you are flanked, the flanking opponents receive a +2 attack roll bonus against you.

FEIGN WEAKNESS [GENERAL]

You capitalize on your foe's perceptions of your unarmed status.

Prerequisites: Base attack bonus +2, Improved Unarmed Strike.

Benefit: If you make a successful Bluff check against your opponent's Sense Motive check, you lure the foe into attempting an attack of opportunity because he thinks you are unarmed.

But you are armed, and you make your attack against your drawnout foe who is caught flat-footed, before he takes his attack of opportunity.

You also may attempt this feat with a Tiny or Small weapon with which you are proficient by attempting to hide it until the last second, but you incur a –2 or –6 penalty on your Bluff check, respectively.

You can use this feat with a disguised weapon such as a war fan, at no penalty on the Bluff check.

Using Feign Weakness is a standard action, just like a feint, except that if you succeed you get to make your attack immediately.

You can only Feign Weakness once per encounter.

After one use, your opponents are too wary to fall for this maneuver again.

FISTS OF IRON [GENERAL]

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Base attack bonus +2, Improved Unarmed Strike.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt).

You deal an extra 1d4 points of damage when you make a successful unarmed attack.

You may use this feat a number of times per day equal to 3 + your Wisdom modifier.

HOLD THE LINE [GENERAL]

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten.

Your attack of opportunity happens immediately before the charge attack is resolved.

IMPROVED OVERRUN [GENERAL]

You are trained in knocking over opponents that are smaller than you.

Prerequisites: Expertise, Improved Bull Rush, Improved Trip, Str 13+, Power Attack.

Benefit: When you attempt to overrun an opponent who is at least one size category smaller than you, the target cannot avoid you.

If you knock down your opponent, you immediately get an attack of opportunity against that opponent, gaining the standard +4 bonus on attack rolls against prone targets.

Normal: The target of your overrun attack chooses to avoid you or block you.

IMPROVED SUNDER [GENERAL]

You are adept at placing your attacks precisely where you want them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefit: When you strike an opponent's weapon you inflict double damage.

KNOCK-DOWN [GENERAL]

Your mighty blows can knock foes off their feet.

Prerequisites: Base attack bonus +2.

Improved Trip, Str 15+.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee with a single attack, you may make a trip attack as a free action against the same target. Use of this feat cannot be combined with Improved Trip to generate an extra attack, and successful use of this feat does not grant an extra attack through the Cleave or Great Cleave feats.

LIGHTNING FISTS [GENERAL]

Your skill and agility allow you to attempt a series of blindingly fast blows.

Prerequisites: Monk level 4th+, Dex 15+.

Benefit: You can make two extra attacks in a round.

All attacks made this round suffer a -5 attack penalty.

This feat requires the full attack action.

You cannot use Lightning Fists and flurry of blows at the same time.

MANTIS LEAP [GENERAL]

You deliver a powerful attack after making a jump.

Prerequisites: Monk level 7th+, 5 ranks in Jump.

Benefit: Designate an opponent who is within the maximum distance you can reach with a successful Jump check.

Make a normal Jump check; if your check is successful, you can make a normal charge attack against the opponent you designated as part of the same action.

If your charge attack is successful, you inflict normal damage, plus your Strength modifier multiplied by 2.

MONKEY GRIP [GENERAL]

You use a wider variety of sizes of weapons.

Prerequisites: Base attack bonus +1, Weapon focus with the appropriate weapon, Str 13+.

Benefit: You can use one melee weapon that is one size larger than you in one hand.

For example, a halfling with the Monkey Grip feat can use a longsword in one hand.

You suffer a -2 penalty on your attack roll when using this feat.

This feat can be taken multiple times, each time with a different weapon.

Normal: Only weapons of your size or smaller can normally be wielded with one hand.

OFF-HAND PARRY [GENERAL]

You use your off hand weapon to defend against melee attacks.

Prerequisites: Base attack bonus +3, Ambidexterity, Dex 13+, Two-Weapon Fighting, proficiency with weapon.

Benefit: When fighting with two weapons and using the full attack action, on your action decide to attack normally or to sacrifice all your off-hand attacks for the round in exchange for a +2 dodge bonus to your AC.

If you are also using a buckler, its AC bonus stacks.

You can use only bladed or hafted weapons of a size category smaller than you with this feat.

PAIN TOUCH [GENERAL]

You cause intense pain in an opponent with a successful stunning attack.

Prerequisites: Base attack bonus +2, Stunning Fist, Wis 19+.

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round after being stunned for 1 round as usual.

A stunning attack involves a monk's stunning attack power or the use of the Stunning Fist feat.

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

PIN SHIELD [GENERAL]

You know how to get inside your opponent's guard by pinning his shield out of the way.

Prerequisites: Base attack bonus +4, Two-Weapon Fighting.

Benefit: This feat can only be used against an opponent who is using a shield and who is within one size category of you.

Make an off-hand attack against an opponent's shield using the normal rules for striking a weapon (see the *Player's Handbook*, Chapter 8).

If your attack roll is successful you momentarily pin your opponent's shield with your off-hand weapon, and you may make an immediate attack of opportunity against your opponent with your primary weapon at your full attack bonus.

Your foe gains no AC benefit from her shield for this attack. You cannot use this feat if you are fighting with only one weapon.

POWER LUNGE [GENERAL]

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage regardless of whether you're using one- or two-handed weapons.

You provoke an attack of opportunity from the opponent you charged.

PRONE ATTACK [GENERAL]

You attack from a prone position without penalty.

Prerequisites: Base attack bonus +2, Dex 15+, Lightning Reflexes.

Benefit: You can make an attack from the prone position and suffer no penalty to your attack roll.

If your attack roll is successful you may regain your feet immediately as a free action.

RAPID RELOAD [GENERAL]

You reload a crossbow more quickly than normal.

Prerequisites: Base attack bonus +2, proficiency with the crossbow used.

Benefit: You can reload a hand crossbow or light crossbow as a free action that provokes an attack of opportunity.

You may reload a heavy crossbow as a move equivalent action that provokes an attack of opportunity.

You can use this feat once per round.

Normal: Loading a hand or light crossbow is a move-equivalent action, and loading a heavy crossbow is a full-round action.

REMAIN CONSCIOUS [GENERAL]

You have a tenacity of will that supports you even when things look bleak.

Prerequisites: Base attack bonus +2, Endurance, Iron Will, Toughness.

Benefit: When your hit points are reduced to 0, you may take one partial action on your turn every round until you reach -10 hit points.

SHARP-SHOOTING [GENERAL]

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisites: Base attack bonus +3, Point Blank Shot, Precise Shot.

Benefit: You gain a +2 bonus to your ranged attack rolls against targets with some degree of cover.

This feat has no effect against foes with no cover or total cover.

SHIELD EXPERT [GENERAL]

You use a shield as an off-hand weapon while retaining its armor bonus.

Prerequisite: Base attack bonus +3, shield proficiency.

Benefit: You may make an off-hand attack with your shield while retaining the shield's AC bonus for that round.

Normal: Using a shield as a weapon prevents you from gaining its AC bonus for the round.

SNATCH ARROWS [GENERAL]

You are adept at grabbing incoming arrows as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisites: Base attack bonus +3.

Deflect Arrows, Dex 15+, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat.

When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it.

Thrown weapons such as spears or axes can be thrown back at the original attacker as an immediate free action or kept. Projectile weapons such as arrows or bolts can be fired back normally on your next turn or later, if you possess the proper kind of bow or crossbow.

THROW ANYTHING [GENERAL]

In your hands, any weapon becomes a deadly ranged weapon.

Prerequisites: Base attack bonus +2, Dex 15+.

Benefit: You can throw any weapon you can use, regardless of whether it is intended to be used as a ranged weapon.

The range increment of weapons used in conjunction with this feat is 10 feet.

ZEN ARCHERY [GENERAL]

Your intuition guides your hand when you use a ranged weapon.

Prerequisites: Base attack bonus +3, Wis 13+.

Benefit: The character can use her Wisdom modifier instead of her Dexterity Modifier when making a ranged attack at a target within 30 feet.

CHARIOT FEATS

CHARIOT COMBAT [GENERAL]

You are skilled in chariot combat.

Prerequisite: Handle Animal skill.

Benefit: Once per round when either of your steeds is hit, you may make a Handle Animal check to negate the hit.

The hit is negated if your Handle Animal check is greater than the attack roll (essentially, the Handle Animal check becomes the steed's Armor Class if it is higher than the steed's regular AC).

CHARIOT ARCHERY [GENERAL]

You are skilled at using ranged weapons from a chariot.

Prerequisite: Chariot Combat, Handle animal.

Benefit: The penalty you suffer when using a ranged weapon from the chariot is halved: -2 rather than -4 if your chariot is taking a double move, and -4 instead of -8 if your mounts are running.

CHARIOT TRAMPLE [GENERAL]

You are trained in using your chariot to knock down opponents.

Prerequisite: Chariot Combat, Handle Animal.

Benefit: When you attempt to overrun an opponent with your chariot, the target may not choose to avoid you.

If you knock down the target, your steeds each may make one hoof attack against the opponent, gaining the standard +4 bonus on attack rolls against prone targets.

The wheels of the chariot do a further 2d6 points of damage automatically, but you must succeed in Handle Animal check (DC varies depending on the size of the opponent) or upend the chariot.

See the chart below for sample DCs.

CHARIOT SIDESWIPE [GENERAL]

You are skilled at using your chariot's scythe blades against foes.

Prerequisite: Chariot Combat, Handle Animal.

Benefit: With a charge action, you may maneuver your chariot close to a foe, attack, sideswipe with the chariot's scythes (assuming it has any), and move away again.

You must continue the straight line of the charge with your movement, and your total movement in the round cannot exceed double the chariot's speed.
Neither you nor your steeds provoke an attack of opportunity from the opponent you are sideswiping.

CHARIOT CHARGE [GENERAL]

You are skilled at charging with you chariot.

Prerequisite: Chariot Combat, Chariot Sideswipe, Handle Animal.

Benefit: When aboard a chariot and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance or long spear).

SIDEBAR FEATS

LARGE AND IN CHARGE [GENERAL]

You can prevent opponents from closing inside your reach.

Prerequisites: Reach (Large size or larger), Str 17+.

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before he provoked the attack. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

MULTITASKING [GENERAL]

You can perform different tasks with different limbs.

Prerequisite: Multiattack feat, Dex 15+, Int 13+, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If you have four or more arms, you can use each pair of arms to perform a distinct partial action. Thus, you could attack with one or two arms while using a magic item, reloading a crossbow, or even casting a spell with two other arms.

TOME AND BLOOD (3.0)

MAIN SECTION FEATS

ARCANE DEFENSE [GENERAL]

Choose a school of magic, such as Illusion.
You can resist spells from that school better than normal.

Prerequisites: Spell Focus in the school chosen.

Benefit: Add +2 to your saving throws against spells of the chosen school.

Special: You can gain this feat multiple times.

The effects do not stack.

Each time you take the feat, it applies to a new school of magic.

ARCANE PREPARATION [GENERAL]

You can prepare an arcane spell ahead of time as a wizard does.

Prerequisite: You must be able to cast spells as a bard or sorcerer before you can take this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does.

If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action.

The prepared spell remains in your mind and occupies one of your spell slots until you cast it or change it.

A prepared spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

AUGMENT SUMMONING [GENERAL]

Your summoned creatures are better than normal.

Prerequisites: Spellcaster level 2nd+.

Benefit: Creatures you conjure with any summon spell gain +1 hit point per Hit Die and a +1 competence modifier on attack and damage rolls.

CHAIN SPELL [METAMAGIC]

You can cast spells that arc to other targets in addition to the primary target.

Prerequisites: Any other metamagic feat.

Benefit: You can chain any spell that specifies a single target and has a range greater than touch.

The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level.

Each arc affects one secondary target.

You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once.

You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage.

For spells that do not deal points of damage, the save DCs against arcing effects are reduced by 4.

For example, a 10th-level wizard casts a chained *cause fear* on a nearby goblin and can specify up to ten secondary targets.

The goblin, as primary target, must make a Will save against DC 14, while those affected by the secondary arcs save against DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

COOPERATIVE SPELL [METAMAGIC]

You can cast spells to greater effect in conjunction with the same spell cast by another.

Prerequisites: Any other metamagic feat.

Benefit: You and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell (at the same time in the round).

You must be adjacent to one another when casting cooperatively.

Add +2 to the save DC against cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any).

Use the base DC and level check of the better caster.

A cooperative spell uses up a spell slot of the same level as the spell's actual level.

Special: For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's save DC and caster level check both increase by +1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters.

For example, four spellcasters (two wizards and two sorcerers) standing in a circle all possess Cooperative Spell. Three of them ready an action to cast *fireball* when the member with the lowest initiative takes her action, also casting *fireball*.

The base DC of the Reflex save is equal to the highest individual save DC among the cooperative casters, as determined by their relevant ability scores or other feats (such as Spell Focus), special abilities, or items.

In this case, one wizard has Intelligence 18, which ties with a sorcerer's Charisma 18, so the base DC is 17 (10+3 for the spell's level +4 for the ability score modifier).

The final save DC of the cooperatively cast *fireball* is $17+2+1+1$ or 21.

Whoever has the highest caster level determines the base caster level check, which gains a +4 modifier.

DELAY SPELL [METAMAGIC]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any other metamagic feat.

Benefit: A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it.

You determine the delay when casting the spell, and it cannot be changed once set.

The spell activates just before your turn on the round you designate.

Only area, personal, and touch spells may be affected by this feat.

Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast.

Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers.

If conditions change between casting and effect in such a fashion as to make the spell impossible—for example, the target you designate leaves the spell's maximum range before it goes off—the spell fails.

A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as *detect magic*.

A delayed spell uses up a spell slot three levels higher than the spell's actual level.

ENERGY ADMIXTURE [METAMAGIC]

You can modify a spell that uses one type of energy to mix in an equal amount of another type of energy.

Prerequisite: Energy Substitution, one other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic.

You can modify a spell with an energy designator to add an equal amount of the chosen type of energy.

The altered spell works normally in all respects except the type of damage dealt (see sidebar).

Thus, an *acid fireball* cast at 6th level deals 6d6 fire damage and 6d6 acid damage (roll each set of dice separately).

The damage cap for a spell cast using this feat remains the same as the base spell but counts separately for each type of energy.

So an *acid fireball* cast at 10th level or higher deals 10d6 fire damage and 10d6 acid damage.

Even opposed types of energy, such as fire and cold, can be combined using this feat.

An admixed spell uses up a spell slot four levels higher than the spell's actual level.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution.

You can also use Energy Admixture to include your chosen energy type with a spell that already uses the same type, in effect doubling the damage dice.

Substituting and Admixing Energy

When you alter a spell with the Energy Substitution or Energy Admixture feats, the spell behaves exactly as the normal version does, except for the type of damage dealt. For example, a *fireball* with acid energy substituted for fire or admixed with add still deals damage in a 20-foot spread.

If a spell has 3 secondary effect, so does the altered version. For example, a *shout* spell can deafen creatures and deals extra damage to crystalline creatures. If fire is substituted for sonic energy, the altered *shout* spell still has these effects, but deals fire damage instead of sonic. Sometimes, however, a spell's minor effects are directly related to its energy type: for example, a *fireball* can set things alight, but a *sonic* or *acid fireball* cannot.

When a spell deals some damage that is not energy-based, that portion of the spell cannot be affected by Energy Admixture or Energy Substitution. For example, *ice storm* deals 3d6 points of impact damage and 2d6 points of cold damage. Substituting electricity for cold produces an *electric storm* that deals 3d6 points of impact damage and 2d6 points of electricity damage. Energy Admixture, however, matches the full amount of damage dealt by the spell. For example, an *electric ice storm* would deal 3d6 points of impact damage, 2d6 points of cold damage, and 5d6 points of electricity damage.

ENERGY SUBSTITUTION [METAMAGIC]

You can modify a spell that uses one type of energy to use another type of energy.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic.

You can modify a spell with an energy designator to use the chosen type of energy instead.

A substituted spell works normally in all respects except the type of damage dealt (see sidebar).

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

ESCHEW MATERIALS [METAMAGIC]

You can cast spells without material components.

Prerequisites: Any other metamagic feat.

Benefit: An eschewed spell can be cast with no material components.

Spells without material components or whose material components cost more than 1 gp are not affected by this feat.

An eschewed spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

EXTRA SLOT [GENERAL]

You can cast an extra spell.

Prerequisites: Spellcaster level 4th+.

Benefit: You gain one extra spell slot in your daily allotment.

This extra slot can be at any level up to one level lower than the highest-level spell you can cast.

For example, a 4th-level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day.

A 4th-level wizard can prepare any extra 0-level or 1st-level spell she knows.

Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times.

Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

EXTRA SPELL [GENERAL]

You can learn one more spell.

Prerequisites: Spellcaster level 3rd+.

Benefit: You learn one additional spell at any level up to one level lower than the highest-level spell you can cast.

Thus, a 4th-level sorcerer gains a new 0-level or 1st-level spell, expanding his repertoire.

A 4th-level wizard can likewise learn an extra 0-level or 1st-level spell, but since wizards learn spells far more easily than sorcerers, this feat is of less use to her.

Special: You can gain this feat multiple times.

Each time, you learn a new spell at any level up to one lower than the highest-level spell you can cast.

GREATER SPELL FOCUS [GENERAL]

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new school of magic.

GREATER SPELL PENETRATION [GENERAL]

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration.

Benefit: You get a +4 modifier on caster level check to beat a creature's spell resistance.

This supersedes (does not stack with) the bonus from Spell Penetration.

IMPROVED FAMILIAR [GENERAL]

As long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

Prerequisite: Ability to acquire a new familiar, compatible alignment.

Benefit: When choosing a familiar, the following creatures are also available to you.

You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

TABLE 2-2: IMPROVED FAMILIARS

Familiar	Alignment	Arcane Spellcaster
		Level
Shocker lizard	Neutral	5
Stirge	Neutral	5
Formian worker	Lawful neutral	7
Imp	Lawful evil	7
Pseudodragon	Neutral good	7
Quasit	Chaotic evil	7

These creatures are described fully in the Familiars section in Chapter 1.

The improved familiar is magically linked to its masters like a normal familiar.

The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual*.

Hit Dice: Treat as the master's level (for effects related to Hit Dice).

Use the familiar's normal total if it is higher.

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better.

Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks.

Damage equals that of a normal creature of that kind.

Special Attacks: The familiar has all the special attacks of its kind.

Special Qualities: The familiar has all the special qualities of its kind.

Saving Throws: The familiar uses the master's base save bonuses if they are better than the familiar's.

Skills: Use the normal skills for a creature of the its kind.

Familiar Special Abilities: Use Table 3-19 in the *Player's Handbook* to determine additional abilities as you would for a normal familiar.

Alternate Improved Familiars

The list in Table 2-2 presents only a few possible improved familiars.

Almost any creature of the same general size and power as those on the list makes a suitable familiar.

Nor is the master's alignment the only factor; for example, improved familiars could be assigned by the master's creature type or subtype, as shown in the examples below.

TABLE 2-3: ALTERNATE IMPROVED FAMILIARS

Familiar	Type/Subtype	Arcane Spellcaster
		Level
Celestial hawk*	Good	3
Fiendish viper**	Evil	3
Air elemental, small	Air	5
Earth elemental, small	Earth	5
Fire elemental, small	Fire	5
Shocker lizard	Electricity	5
Water elemental, small	Water	5
Homunculus†	Undead	7
Ice mephit	Cold	7

* Or other celestial animal from the standard familiar list.

** Or other fiendish animal from the standard familiar list.

† The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

INNATE SPELL [GENERAL]

You have mastered a spell so thoroughly you can now cast it as a spell-like ability.

Prerequisites: Quicken Spell, Silent Spell, Still Spell.

Benefit: Choose a spell you can cast.

You can now cast this spell at will as a spell-like ability once per round, without needing to prepare it.

One spell slot eight levels higher than the innate spell is permanently used to power it.

If the innate spell has an XP component, you pay the XP cost each time you use the spell-like ability.

If the innate spell has a focus, you must have the focus to use the spell-like ability.

If the innate spell has a costly material component (see the spell description) you use an item worth 50 times that cost to use as a focus for the spell-like ability.

Since an innate spell is a spell-like ability and not an actual spell, a cleric cannot convert it to a *cure* or an *inflict* spell.

Divine spellcasters who become unable to cast divine spells cannot use divine innate spells.

Special: You can choose this feat more than once, selecting another spell each time. You have to pay the costs in spell slots, focuses, and material components for each innate spell you acquire.

PERSISTENT SPELL [METAMAGIC]

You make one of your spells last all day.

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal or a fixed range (for example, comprehend languages or *detect magic*). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effect is discharged. You need not concentrate on spells such as *detect magic* and *detect thoughts* to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

REPEAT SPELL [METAMAGIC]

You can cast a spell that repeats the following round.

Prerequisites: Any other metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your next turn in the round.

No matter where you are, the second spell originates from the same location and affects the same area as the original spell.

You cannot use this feat on spells with a touch range.

If the original spell designates a target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise the second spell fails.

A repeated spell uses up a spell slot three levels higher than the spell's actual level.

SANCTUM SPELL [METAMAGIC]

Your spells have a home ground advantage.

Prerequisites: Any other metamagic feat.

Benefit: A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum (see Special, below)—but if not cast in the sanctum, it has an effective spell level one level lower than normal. All effects dependent on spell level (such as save DCs or the ability to penetrate a *minor globe of invulnerability*) are calculated according to the adjusted level.

A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: Your sanctum is an area you have previously designated within a 10-foot/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to become a sanctum.

If you designate a new area to be your sanctum, the benefits of the old one immediately fade.

You may have only a single sanctum at one time.

SCULPT SPELL [METAMAGIC]

You can alter the shape of a spell's area.

Prerequisite: Any other metamagic feat.

Benefit: You can modify a spell's area by changing the area's shape.

The new area must be chosen from the following list: cylinder (10-foot radius, 30 feet high), 40-foot cone, four 10-foot cubes, or a ball (20-foot-radius spread).

The sculpted spell works normally in all respects except for its shape.

For example, a *lightning bolt* spell whose area is changed to a ball deals the same amount of damage, but the *lightning ball* affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

SPELL SPECIALIZATION [GENERAL]

You deal more damage with ray or energy missile spells.

Prerequisites: Weapon Focus (ray or energy missile spells), spellcaster level 4th+.

Benefit: Your damage-dealing spells that make a ranged touch attack gain a +2 damage modifier.

The damage bonus only applies if the target is within 30 feet, because only at that range can you strike precisely enough to hit more effectively.

Special: You can gain this feat twice: once for ray spells and once for energy missile spells.

Its effects do not stack.

SPLIT RAY [METAMAGIC]

You can affect two targets with a single ray.

Prerequisites: Any other metamagic feat.

Benefit: You can split spells that specify a single target and make a ranged touch attack.

Only spells that deal damage can be affected by this feat.

The split ray affect any two targets that are both within the spell's range and within 30 feet of each other.

Each target takes half as much damage as normally indicated (round down).

If desired, you can have both rays attack the same target.

A split ray uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

SUBDUAL SUBSTITUTION [METAMAGIC]

You can modify a spell that uses energy to deal damage to deal subdual damage instead.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic.

You can modify a spell with the chosen designator to inflict subdual damage instead of energy damage.

The subdual spell works normally in all respects except the type of damage dealt.

For example, a *subdual fireball* spell works in the usual way, but the *subdual fireball* deals subdual damage instead of fire damage.

A subdual spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

TWIN SPELL [METAMAGIC]

You can cast a spell simultaneously with another spell similar to it.

Prerequisite: Any other metamagic feat.

Benefit: Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the same spell two times on the same location or target.

Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells.

The target suffers all the effects of both spells individually and receives a saving throw for each (if applicable).

In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinning *charm person* (see Combining Magical Effects on page 153 of the *Player's Handbook*), although any ally of the target would have to succeed at two dispel attempts in order to free the target from the charm.

As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling (for example, using an untwinned form of the spell doesn't negate only half of the twinned spell).

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

WIDEN SPELL [METAMAGIC]

You can increase the area of your spells.

Benefit: You can alter a burst, emanation, or spread spell to increase its area.

Spells that do not have an area of one of these three sorts are not affected by this feat.

Any numeric measurements of the spell's area increase by one-half.

For example, a widened *fireball* spell (which normally produces a 20-foot-radius spread) now fills a 30-foot-radius spread.

A widened spell uses up a spell slot three levels higher than the spell's actual level.

TOME OF BATTLE (3.5)

MAIN SECTION FEATS

ADAPTIVE STYLE []

With just a short period of meditation, you can change your maneuvers and tactics to meet the threat you currently face.

Prerequisite: Crusader, swordsage, or warblade level 1st.

Benefit: You can change your readied maneuvers at any time by taking a full-round action.

If you're a crusader, your current granted maneuvers are lost and you gain new granted maneuvers as if you had just readied your maneuvers for the day.

Normal: You can change maneuvers only by spending 5 minutes to do so.

AVENGING STRIKE []

Your strength of will and strong sense of justice allow you to smite your foes.

Prerequisite: Any good alignment.

Benefit: As a swift action, you can channel the power of your faith and energy to enhance a single attack you make. You gain a bonus equal to your Charisma bonus (if any) on the attack roll and damage roll for the next melee attack you make against an outsider with the evil subtype.

You can use this ability a number of times per day equal to your Charisma bonus (minimum 1).

BLADE MEDITATION []

You have learned a meditation that grants you insight into the martial disciplines you have studied.

Prerequisite: Concentration 1 rank, base attack bonus +4, one maneuver from any discipline.

Benefit: When you take this feat, choose a discipline. You gain a +1 bonus on damage rolls with all the preferred weapons of your chosen discipline when using a strike combat maneuver, as well as a +2 bonus on checks involving the discipline's key skill.

The save DCs of any maneuvers that you perform from the chosen discipline are increased by 1, if they have a save DC. The weapons and skills associated with each discipline are given below.

Desert Wind: Scimitar, light mace, light pick, spear, falchion; Tumble.

Devoted Spirit: Falchion, greatclub, maul*, longs word; Intimidate.

Diamond Mind: Rapier, shortspear, trident, bastard sword (katana); Concentration.

Iron Heart: Bastard sword, dwarven waraxe, longsword, two-bladed sword; Balance.

Setting Sun: Short sword, nunchaku, unarmed strike, quarterstaff; Sense Motive.

Shadow Hand: Dagger, sai, siangham, short sword, spiked chain, unarmed strike; Hide.

Stone Dragon: Greatsword, greataxe, heavy mace, unarmed strike; Balance.

Tiger Claw: Kama, kukri, handaxe, claw, greataxe, unarmed strike; Jump.

White Raven: Longsword, battleaxe, warhammer, greatsword, halberd; Diplomacy.

Special: A fighter can select Blade Meditation as a bonus feat.

* Described in the *Complete Warrior* supplement.

DESERT FIRE []

The power of the Desert Wind surges through you, and you find power in the motion of the hot winds and shifting sands that you can channel into your Desert Wind strikes.

Prerequisite: One Desert Wind strike.

Benefit: If you move at least 10 feet away from your original position before using a Desert Wind strike in the same round, that strike deals an extra 1d6 points of damage.

DESERT WIND DODGE []

Your training in the Desert Wind discipline allows you to dance across the battlefield like a blistering sirocco.

Prerequisite: Dex 13, one Desert Wind maneuver.

Benefit: If you move at least 10 feet from your original position, you gain a +1 dodge bonus to AC and deal an extra 1 point of fire damage with any attack you make with a scimitar, light mace, light pick, spear, or falchion.

This benefit lasts the start of your next turn.

Special: Desert Wind Dodge can be used in place of Dodge to qualify for a feat, prestige class, or other special ability.

If you already have Dodge when you select Desert Wind Dodge, you can choose to lose the Dodge feat and gain a new feat in its place.

You must meet the prerequisite for the new feat.

DEVOTED BULWARK []

Because of your staunch devotion to your cause and your Devoted Spirit training, you can stand your ground even in the face of an enemy's resounding attack.

Prerequisite: One Devoted Spirit maneuver.

Benefit: If an enemy deals damage to you with a melee attack, you gain a +1 morale bonus to your AC until the end of your next turn.

DIVINE SPIRIT [DIVINE]

The fervor and dedication of the Devoted Spirit discipline, combined with your fanatical adherence to a divine power, turns you into a font of spiritual energy.

With only a moment's focus, you can channel power to enhance your fighting talents.

Prerequisite: Ability to turn or rebuke undead, one Devoted Spirit stance.

Benefit: While in a Devoted Spirit stance, you can expend a turn or rebuke undead attempt as an immediate action to heal yourself a number of hit points equal to 3 + your Charisma modifier, if any (minimum 1 point).

EVASIVE REFLEXES []

When an opponent gives you an opening in combat, you know exactly what to do: slip away.

Prerequisite: Dex 13.

Benefit: When an opponent gives you a chance to make an attack of opportunity, you can instead immediately take a 5-foot step.

Special: Evasive Reflexes can be used in place of Combat Reflexes to qualify for a feat, prestige class, or other special ability.

You can take both this feat and Combat Reflexes.

EXTRA GRANTED MANEUVER []

You are especially devout or insightful, and you have more control over which of your martial maneuvers are currently granted than other crusaders.

Prerequisite: Crusader level 1st.

Benefit: You begin each encounter with one additional readied maneuver granted.

This feat also applies when you determine a new set of granted maneuvers after recovering expended maneuvers. For example, if you are a 5th-level crusader, you normally begin an encounter or finish recovering expended maneuvers with two of your five readied maneuvers granted, and the remaining three maneuvers with held. With this feat, three of your five readied maneuvers are granted, and only two are withheld.

Naturally, this benefit provides you with a better array of maneuver options early in a battle.

Special: You can take this feat only once.

EXTRA READIED MANEUVER []

You are an unusually perspicacious student of the Sublime Way, and you find it easy to keep a large number of maneuvers ready for use.

Prerequisite: Swordsage level 1st.

Benefit: Increase the number of maneuvers you can ready for your swordsage levels by one.

For example, a 5th-level swordsage can normally ready six maneuvers.

With this feat, she can ready seven.

Special: You can take this feat only once.

FALLING SUN ATTACK []

The discipline of the Setting Sun teaches you how to turn an opponent's strengths into weaknesses.

You can identify precisely the correct spot on your opponent's body to deliver a stunning attack.

Prerequisite: Stunning Fist, one Setting Sun strike.

Benefit: You can declare any Setting Sun strike delivered with an unarmed strike to be a stunning attack.

In addition, add 1 to the save DC of your Stunning Fist attacks and 1 to the save DC of your Setting Sun strikes.

Using this feat expends a use of your stunning attack for the day.

INSTANT CLARITY [PSIONIC]

You have sharpened your concentration to the point that you can focus your psionic abilities with just an instant's thought.

Prerequisite: Concentration 7 ranks.

Benefit: You can take a swift action to become psionically focused after successfully initiating a martial strike.

You can use this ability three times per day.

Normal: A character without this feat must take a full-round action to become psionically focused.

Special: Instant Clarity can be used in place of the Psionic Meditation feat (see *Expanded Psionics Handbook*) to qualify for a feat, prestige class, or other special ability.

You can take both this feat and Psionic Meditation.

IRONHEART AURA []

Your strength of spirit and martial training inspires those around you.

Prerequisite: One Iron Heart stance.

Benefit: While you are in any Iron Heart stance, adjacent allies gain a +2 morale bonus on saving throws.

MARTIAL STANCE []

You have mastered the fundamentals of a martial discipline, and you are now able to master one of its stances.

Prerequisite: One martial maneuver.

Benefit: When you gain this feat, you can select any stance from a discipline in which you already know at least one maneuver.

You must meet the normal prerequisite of the stance.

Your martial adept level for using this maneuver is equal to your levels in martial adept classes (if any) + 1/2 your levels in other classes.

Special: You can choose this feat more than once.

When you take this feat again, you gain knowledge of a new stance.
You do not have to choose a stance from the same discipline you selected the first time, but you must know at least one martial maneuver from the discipline of the stance you choose.

Special: A fighter can select Martial Stance as a bonus feat.

MARTIAL STUDY []

By studying the basics of a martial discipline, you learn to focus your *ki* and perfect the form needed to use a maneuver.

As a result, you gain the use of a combat maneuver.

Benefit: When you gain this feat, you must choose a discipline of martial maneuvers, such as Desert Wind. The key skill for the chosen discipline becomes a class skill for all your classes (current and future). Select any maneuver from the chosen discipline for which you meet the prerequisite.

If you have martial adept levels, this maneuver becomes one of your maneuvers known.

If you do not have martial adept levels, you can use this maneuver once per encounter as a martial adept with an initiator level equal to $1/2$ your character level, if you do not have martial adept levels when you take this feat, and you later gain a level in a class that grants maneuvers known, these new maneuvers can be used only once per encounter and have no recovery method.

If you later gain levels in a martial adept class (crusader, swordmage, or warblade), you use the recovery method for maneuvers learned as a result of those class levels, but your previous maneuvers (gained through this feat or through prestige class levels) do not gain a recovery method.

A maneuver learned through this feat cannot be changed for a different maneuver if you are a crusader, swordmage, or warblade (see the class descriptions in Chapter 1 for details on swapping out maneuvers as you gain levels).

Once you choose a maneuver with this feat, you cannot change it.

Special: You can take this feat up to three times. Each time you take it after the first, you gain one of two benefits. You can choose a new discipline, gaining one of its maneuvers and its key skill as a class skill, as described above.

Alternatively, you can choose a maneuver from a discipline to which you have already gained access by means of this feat.

In either case, you must meet the maneuvers prerequisite.

Special: A fighter can select Martial Study as a bonus feat.

PSYCHIC RENEWAL [PSIONIC]

Your mental strength and psionic abilities allow you to focus your mind on combat and use your most devastating maneuvers more frequently.

Benefit: As a swift action, you can recover any expended maneuver by expending your psionic focus and spending power points equal to the maneuver's level.

RAPID ASSAULT []

Your fighting style emphasizes taking foes down with quick, powerful blows.

Prerequisite: Base attack bonus +1.

Benefit: In the first round of combat, your melee attacks deal an extra 1d6 points of damage.

SCRIBE MARTIAL SCRIPT [ITEM CREATION]

You know the secret of creating martial scripts—small slips of paper into which you infuse your own martial power and skill.

The user of a script you have created gains the ability to use a maneuver you know.

Prerequisite: Crusader or swordmage level 1st.

Benefit: You can infuse the knowledge of any maneuver you know into a martial script (see Martial Scripts, page 147).

The market price of a martial script is equal to the initiator level \times maneuver level \times 50 gp.

You must spend $1/25$ of this market price in XP and use materials costing $1/2$ the market price.

Scribing a martial script takes one day for each 1,000 market price.

Life a potion or scroll, a script can be used only once.

SHADOW BLADE []

In the course of your training in the Shadow Hand discipline, you learn to use your natural agility and speed to augment your attacks with certain weapons.

Prerequisite: One Shadow Hand stance.

Benefit: While you are in a Shadow Hand stance and attack with one of the discipline's preferred weapons, you can add your Dexterity modifier as a bonus on melee damage for attacks made with the weapon.

Special: Shadow Blade can be used in place of Weapon Finesse to qualify for a feat, prestige class, or other special ability.

If this substitution allows you to gain a benefit that normally applies to all finesse weapons (those described in the Weapon Finesse feat description), it instead applies only to the Shadow Hand discipline's preferred weapons.

SHADOW TRICKSTER []

Your mastery of the Shadow Hand discipline lets you augment your illusion spells with the stuff of shadow.

Prerequisite: Caster level 1st, one Shadow Hand strike.

Benefit: While you are in a Shadow Hand stance, the save DC for any illusion spell you cast increases by 2.

You also gain a +2 bonus on damage rolls when making a sneak attack, a sudden strike (see the ninja class description, page 8 of *Complete Adventurer*), or when you flank your target.

SONG OF THE WHITE RAVEN []

The White Raven discipline shows you how to rouse dedication and fervor within your allies' hearts. Such teachings can augment and improve your musical ability.

Prerequisite: Bardic music (inspire courage), one White Raven maneuver.

Benefit: While you are in any White Raven stance, you can activate your bardic music ability to inspire courage as a swift action.

Your crusader and warblade levels stack with your bard levels to determine the bonus granted by your inspire courage ability.

SNAP KICK []

You have continued to hone your unarmed combat skills, and you deal more damage with your unarmed strikes.

Prerequisite: Improved Unarmed Strike, base attack bonus +6.

Benefit: When you make a melee attack with one or more melee weapons (including a standard attack, full attack, or even a strike maneuver), you can make an additional attack at your highest attack bonus. This attack is an unarmed attack that deals damage equal to your base unarmed attack damage + $1/2$ your Str bonus. You take a -2 penalty on all attack rolls you make this round.

STONE POWER []

The principles of the Stone Dragon discipline teach you how to gather and focus your raw, physical strength into an attack.

Prerequisite: Str 13, one Stone Dragon maneuver.

Benefit: When you use an attack action or a full attack action, or you initiate a Stone Dragon strike in melee combat, you can take a penalty of as much as -5 on your attack rolls.

This number cannot exceed your base attack bonus.

You gain temporary hit points equal to twice the number that you subtract from your attack rolls (to a maximum of +10).

These temporary hit points last until the beginning of your next turn.

Special: Stone Power can be used in place of Power Attack to qualify for a feat, prestige class, or other special ability.

You can take both this feat and Power Attack.

SUDDEN RECOVERY []

You can instantly recover your focus, balance, and personal energy after using a martial maneuver.

Prerequisite: One martial maneuver.

Benefit: Once per day as a swift action, you can instantly recover an expended maneuver.

It is now ready again.

If you are a crusader, the maneuver is also granted immediately.

SUPERIOR UNARMED STRIKE []

Your unarmed strikes have become increasingly deadly, enabling you to strike your foes in their most vulnerable areas.

Prerequisite: Improved Unarmed Strike, base attack bonus +3.

Benefit: You deal more damage with your unarmed strikes, as shown on the table below.

Character Level	Unarmed Damage
3rd	1d4
4th–7th	1d6
8th–11th	1d8
12th–15th	1d10
16th–20th	2d6

Special: If you are a monk, you instead deal unarmed damage as a monk four levels higher.

TIGER BLOODED []

The Tiger Claw discipline teaches the students to mimic the rampant, feral qualities of a wild animal.

When you assume an animal form, or at least descend into a wild, bestial state, you strike with superior strength and accuracy.

Prerequisite: Ability to rage, shift (such as the shifter ability from the EBERRON campaign setting or the bloodclaw master prestige class feature; see page 96), or wild shape; one Tiger Claw maneuver.

Benefit: While you are in a rage, shifted, or wild shaped into an animal form, you can attempt to knock back 5 feet a creature of your size category or smaller that you hit with a Tiger Claw strike unless it succeeds on a Fortitude save (DC 10 + $1/2$ your character level + your Str modifier).

This movement does not provoke attacks of opportunity.

UNNERVING CALM []

You know that the secret to defeating your enemies lies within the still center of your own mind.

When your enemies meet your eyes, they see only calm and certain death awaiting them.

Prerequisite: Concentration 1 rank, one Diamond Mind strike.

Benefit: You can use your Concentration skill instead of your Intimidate skill when you engage in a duel of wills (see page 27).

You gain a +4 bonus on skill checks made to resolve a duel of wills.

If your enemy chooses to ignore your challenge, you gain a +2 morale bonus on attack rolls against that opponent for 1 round.

Normal: Resolving a duel of wills requires an Intimidate check.

You gain a +1 morale bonus on attack rolls against an opponent who ignores your challenge.

VITAL RECOVERY []

Preparing yourself to execute more of your maneuvers gives you the chance to catch a quick second wind and recover from damage you have sustained in the fight.

Prerequisite: Two martial maneuvers.

Benefit: When you recover one or more expended maneuvers, you heal 3 points of damage + 1 point per character level.

You can gain this benefit only once per encounter.

WHITE RAVEN DEFENSE []

The White Raven discipline has taught you to shine as a gleaming beacon of hope and endurance amid the chaos of battle.

Not only do you aid your allies, but you also draw strength and support from them.

Prerequisite: One White Raven stance.

Benefit: When you are in a White Raven stance and adjacent to at least one ally, you gain a +1 bonus to AC. Furthermore, when you are wielding one of the White Raven discipline's preferred weapons, each ally adjacent to you gains a +1 bonus to AC.

These bonuses don't apply when you're flat-footed.

TACTICAL FEATS

CLARION COMMANDER []

On the battlefield, you are a natural leader.

You issue orders and coordinate your allies, but you also learn to take advantage of their actions and maximize the fruits of teamwork.

When you attack a foe with your allies, the combined result of your efforts can be devastating.

Prerequisite: White Raven Defense, base attack bonus +6, two White Raven maneuvers.

Benefit: The Clarion Commander feat enables the use of three tactical options.

Following Up: To use this option, you must make a successful DC 20 Diplomacy check as a move action after hitting your target with a melee attack.

If you hit that target again on your next turn, the target provokes an attack of opportunity from an ally of your choice (assuming at least one is in position to make such an attack).

Perpetual Flank: To use this option, you make a DC 20 intimidate check against an opponent as a standard action.

If this check succeeds and you make a successful melee attack against the same foe on your next turn, you and your allies can treat that enemy as flanked for 1 minute.

Pile On: To use this option, you must use the aid another action (PH 154) to grant an ally a bonus on his next attack roll against an opponent both of you threaten.

If your ally attacks and hits that enemy, you can make an immediate attack of opportunity against that target.

You gain this benefit if your ally hits the foe before the start of your next turn.

You gain the attack of opportunity only on the first successful attack.

DISTANT HORIZON []

An initiate of the Setting Sun sometimes learns a set of combat maneuvers that combine to create the Distant Horizon fighting form.

This form teaches you how to recognize an opponent's weaknesses in the current moment, as well as in the future. A blow struck now ruins an opponent's defenses against your next volley of attacks.

Prerequisite: Int 13, Falling Sun Attack, base attack bonus +6, two Setting Sun maneuvers.

Benefit: The Distant Horizon feat enables the use of three tactical options.

Continued Push: To use this option, you must move an opponent at least 5 feet with a bull rush attack or a Setting Sun strike.

On your next turn, you gain a +4 bonus on any Strength, Dexterity, or grapple checks you make against that foe.

Turn the Tables: To use this option, a foe must charge you and either miss you with his charge attack or be unable to attempt the attack (perhaps because of your use of a maneuver).

On your next turn, you can make a charge attack against that foe even if you cannot move more than 5 feet. You can also make a charge attack against that enemy even if you cannot charge in a straight line.

Lasting Weak Spot: To use this option, you must hit a foe that you flank with at least two melee attacks on your turn.

On your next turn, as a standard action, you can make a single melee attack against your foe with a -2 penalty.

If this attack hits, your foe takes an extra 1 point of damage from every melee attack that hits him for the next minute.

FAITH UNSWERVING []

The initiate of the Devoted Spirit knows that his fanaticism and devotion to a cause are enough to carry him through almost any thing.

This tactical feat allows you to draw on this reservoir of energy.

As your foes injure you, you become a more daunting foe.

Prerequisite: Devoted Bulwark, base attack bonus +6, two Devoted Spirit maneuvers.

Benefit: The Faith Unswerving feat enables the use of three tactical options.

Keep Up the Pressure: To use this option, you must make a charge attack against a foe.

If you hit, at any time before the start of your next turn you can take an immediate action to move up to your speed immediately after that foe moves, as long as you end your movement adjacent to that target.

Take One for the Team: To use this option, you must hit an opponent with a melee attack.

At any time before the start of your next turn, you can take an immediate action to block a melee attack made by that opponent if he targets one of your allies.

You must be adjacent to the ally to use this ability, and you must decide to use this ability before you know the result of the enemy's attack roll.

If the attack hits your ally, roll 1d20 and add your AC to the result.

If the result of this roll is greater than the opponent's attack result, he hits you instead, even if the attack roll's result wouldn't normally be high enough to hit you.

One Last Strike: To use this option, you must be the subject of an attack, spell, or ability that reduces you to 0 or fewer hit points.

As an immediate action, you can move up to 5 feet and make a single melee attack with a +5 bonus on the attack roll.

You gain a bonus on your damage roll equal to your character level.

This attack is considered a strenuous action.

Regardless of the result of your attack, you still take the damage from the attack that triggered this ability.

You complete this immediate action before dropping to 0 or fewer hit points.

GLOOM RAZOR []

The teachings of the Shadow Hand discipline allow you to confuse your enemies.

Your attacks and parries are infused with the stuff of shadow.

Through careful training and discipline, you learn to use your *ki* to inhibit a foe's fighting ability with your shadowy nature.

Prerequisite: Hide 9 ranks, Shadow Blade, base attack bonus +6, two Shadow Hand maneuvers.

Benefit: The Gloom Razor feat enables the use of three tactical options.

Lingering Gloom: To use this option, your opponent must miss you due to concealment.

On your next turn, you can make a Hide check opposed by your foe's Spot check as a swift action.

If this check succeeds, you gain the benefit of an invisibility spell against that foe until the end of your turn.

Moving Shadows: To use this option, you must deal damage to an enemy with a melee attack and move at least 10 feet during your turn.

On your next turn, you can treat that enemy as flat-footed against the first melee attack you make in that round.

Shadow Slip: To use this option, you must make a successful melee attack against an opponent you flank.

On your next turn, you can make a DC 20 Tumble check if you are adjacent to your foe.

If this check succeeds, as a free action you can move to any square adjacent to your opponent without provoking attacks of opportunity from any opponent.

PERFECT CLARITY OF MIND AND BODY []

Your mastery of the Diamond Mind discipline allows you to tap into reserves of spiritual and physical strength that other warriors cannot imagine using.

Through focus, dedication, and a heightened awareness of your inner talents, you push yourself beyond your limits.

Prerequisite: Unnerving Calm, base attack bonus +6, two Diamond Mind maneuvers.

Benefit: The Perfect Clarity of Mind and Body feat enables the use of three tactical options.

Coiled Spring: To use this option, you must use the total defense action and move no more than 5 feet on your turn.

On your next turn, you gain a +30-foot bonus to your land speed and a +2 bonus to AC as you burst across the battlefield.

You can make a single attack after moving in this round, if you don't move more than double your modified speed.

Expert Mind: To use this option, you must first defeat an enemy in a duel of wills (see page 27).

On your next turn, you gain a +4 morale bonus on any roll you make to disarm, feint, or trip that enemy.

Press the Advantage: To use this option, you must damage, disarm, or trip an opponent.

On your next turn, you can make a DC 20 Intimidate check against your opponent as a free action.

If this check succeeds, your foe takes a -2 penalty on attack rolls for 1 round.

REAPING TALONS []

When fighting with the Tiger Claw discipline's preferred weapons, you can use a variety of combat options that maximize the benefits of wielding two weapons.

Prerequisite: Two-Weapon Fighting, base attack bonus +6, two Tiger Claw maneuvers.

Benefit: The Reaping Talons feat enables the use of three tactical options.

Focused Assault: To use this option, you must fight defensively, use the total defense action, or use the Combat Expertise feat to gain a +3 bonus to AC in return for a -3 penalty on attack rolls.

You must also wield any two preferred weapons of the Tiger Claw discipline and move no more than 5 feet.

Keep track of each opponent that attacks you after you take that action.

On your next turn, as a full-round action, you can make a single melee attack against each of the opponents that attacked you on the previous round at your highest attack bonus.

You must still threaten the enemies you attack with this option.

Cornered Predator: To use this option, you must hit your foe with two attacks that each use one of the one-handed or light preferred weapons of the Tiger Claw discipline (kukri, kama, handaxe, unarmed strike, or claw).

On your next turn, you gain a +2 bonus on attack rolls against this foe for each opponent that threatens you.

Talon Shield: To use this option, you must hit the your foe with two attacks that each use one of the preferred one-handed or light weapons of the Tiger Claw discipline (kukri, kama, handaxe, unarmed strike, or claw).

On your next turn, if you fight defensively or use the total defense action, you gain a +2 shield bonus to AC against that foe (in addition to the normal AC bonus granted by that action).

SCORCHING SIROCCO []

As a student of the Desert Wind, the burning fury of the desert sirocco is at your command.

In battle, you call upon its power to burn your enemy and lend you speed.

Prerequisite: Desert Wind Dodge, base attack bonus +6, two Desert Wind maneuvers.

Benefit: The Scorching Sirocco feat enables the use of three tactical options.

Fan the Flames: To use this option, you must deal fire damage to a foe.

On your next turn, you can attempt a DC 20 Tumble check as a move action.

You must be adjacent to the target to use this ability.

If you succeed, your opponent catches fire (DMG 303).

Mark of Fire: To use this option, you must deal fire damage to a foe with a Desert Wind strike.

On your next turn, you must deal fire damage to that foe again and make a DC 20 Spellcraft check.

If you succeed, the flames spread across your target, granting your allies a +2 bonus on attack rolls against her for 1 round.

Dance of Flames: To use this option, you must move at least 10 feet and initiate a Desert Wind stance.

On your next turn, you gain a +2 bonus on Tumble checks.

If you succeed on a Tumble check to avoid an attack of opportunity, the opponent whose attack you avoided takes 1d6 points of fire damage as mystical flames twirl around you.

SHARDS OF GRANITE []

Like the great Stone Dragon, you hammer through your opponents' defenses using raw, brutal strength. Each blow sunders steel, shatters bone, and cleaves through flesh.

With each successive attack you make, you hit with greater force.

Prerequisite: Stone Power, base attack bonus +6, two Stone Dragon maneuvers.

Benefit: The Shards of Granite feat enables the use of three tactical options.

Battering Smash: To use this option, you must make a successful melee attack using one of the preferred weapons of the Stone Dragon discipline (greatsword, greataxe, heavy mace, or unarmed strike) and take a -5 penalty on the attack roll using your Stone Power feat.

If you hit, you ignore the target's hardness (if any).

Eviscerating Strike: To use this option, you must hit the same creature at least two times in the same round using one of the preferred weapons of the Stone Dragon discipline (greatsword, greataxe, heavy mace, or unarmed strike).

On your next turn, you ignore any penalty you take on your attack roll from your Stone Power feat when making a roll to confirm a critical hit.

Unstoppable Onslaught: To use this option, you must make a successful melee attack using one of the preferred weapons of the Stone Dragon discipline (greatsword, greataxe, heavy mace, or unarmed strike), and take a -5 penalty on the attack roll using your Stone Power feat.

If you hit, your melee attacks against that creature on your next turn overcome its damage reduction (if any).

STORMGUARD WARRIOR []

The Stormguard Warrior feat encompasses a number of the more advanced tactics and techniques you would use as a student of the Iron Heart school.

Prerequisite: Proficiency with an Iron Heart preferred weapon (bastard sword, dwarven waraxe, longsword, or two-bladed sword), Ironheart Aura, base attack bonus +6, two Iron Heart maneuvers.

Benefit: The Stormguard Warrior feat enables the use of three tactical options.

Channel the Storm: To use this option, you must choose to refrain from making one or more available attacks of opportunity against a single opponent.

On your next turn, you gain a +4 bonus on attack rolls and damage rolls for each attack that you refrained from making against the same opponent.

You gain this bonus only against an opponent that you refrained from making an attack of opportunity against in the previous round.

Combat Rhythm: To use this option, you can choose to make melee touch attacks in place of normal melee attacks against an opponent.

These touch attacks deal no damage.

For each melee touch attack that hits, you gain a +5 bonus on melee damage roll against that same foe on your next turn.

Fight the Horde: To use this option, you must deal damage to at least two different foes on your turn with melee attacks or Iron Heart strikes.

On your next turn, if you fight defensively or take a -4 penalty on your attack rolls with your Combat Expertise feat you have it, you gain a +2 bonus on attack rolls against any foe you damaged with a melee attack or Iron Heart strike during the previous turn.

SIDEBAR FEATS

THROW ANYTHING []

Originally presented in the *Complete Warrior* supplement, this feat makes any weapon a deadly ranged weapon in your hands.

Prerequisite: Dex 15, proficiency with weapon, base attack bonus +2.

Benefit: You can throw a melee weapon you are proficient with as if it were a ranged weapon.

The range increment of weapons used in conjunction with this feat is 10 feet.

Normal: You can't throw a melee weapon without taking a -4 penalty unless it has a range increment (such as a hand axe or dagger).

TOME OF MAGIC (3.5)

PACT MAGIC FEATS

BIND VESTIGE []

You know how to make pacts with otherworldly spirits called vestiges.

Benefit: By employing a short ritual, you can contact a vestige and make a pact with it.

You are treated as a 1st-level binder for this purpose, regardless of your character level.

Thus, only 1st-level vestiges are available to you, and you can bind to only one vestige at a time.

Furthermore, unlike characters with the soul binding class feature, you gain only one power from the vestige you bind, as given on Table 1-9: Bind Vestige Feat Abilities.

To contact a vestige, you must draw its unique seal visibly on a surface (generally the ground), making the image at least 5 feet across.

Drawing a seal requires the ability to mark a surface and 10 consecutive rounds of concentration, and the act provokes attacks of opportunity.

A seal not used within 1 minute of its drawing loses all potency, and you must draw a new one to contact the vestige.

A vestige might also have other requirements for contact, as noted in its entry (see page 18).

Once the seal is drawn, you must perform a ritual, requiring a full-round action to summon the corresponding vestige.

During this time, you must touch the seal and call out to the using both its name and its title.

The ritual fails' if you cannot be heard (for example, if you are within the area of a *silence* spell). Otherwise, a manifestation of the vestige appears in the seal's space as soon as you finish the ritual. This image is not the actual vestige; it is merely a figment—an illusion that cannot harm or be harmed by any creature. Creatures that interact with the image or study it carefully automatically recognize it as illusory. The summoned image ignores everyone but you, and if you fail to address it for 1 round, it disappears whence it came. The vestige speaks in whatever language you used to call it. To make a pact with your summoned vestige, you must make a binding check (1d20 + your effective binder level + your Cha modifier). This process requires 1 minute, but you can choose to make a rushed binding check as a lull-round action at a –10 penalty. The DC for this check is provided in the description of each vestige. You must make your perilous pact alone; others cannot aid you in any way. Whether the binding check succeeds or fails, you gain the power granted by the vestige for 24 hours. During that time, you cannot rid yourself of the vestige unless you possess the *Expel Vestige* feat. If you fail the binding check, however, the vestige influences your personality and your actions, and you are said to have made a poor pact. (Specifically, the vestige's presence changes your general demeanor, and it can force you to perform or refrain from certain actions. The influence of each vestige is described in its individual entry). If your binding check is successful, the vestige has no control over your actions and does not influence your personality. In this case, you are said to have made a good pact. While under the influence of a vestige, you must adhere to its requirements to the best of your ability. If you are conscious and free-willed and you encounter a situation in which you cannot or will not refrain from a prohibited action or perform a required one, you take a –1 penalty on attack rolls, saving throws, and checks until that vestige leaves you. As long as you are bound to a vestige, you manifest a specific physical sign of its presence, as given in its entry. This sign is real, not an illusory or shapechanging effect, and someone using *true seeing* perceives it just as it is. You can hide a sign by mundane or magical means without penalty. The vestige is bound to your soul by the pact. It cannot be targeted or expelled by any means except the *Expel Vestige* feat, nor can it be suppressed except by an *antimagic field* or similar effect. The Difficulty Class for a saving throw against any supernatural powers granted by a vestige is 10 + 1/2 your effective binder level + your Cha modifier. **Special:** Characters who have the ability to bind vestiges through other means (such as the soul binding class feature) cannot take this feat. If you become a binder alter taking the feat, you lose its benefit.

BIND VESTIGE, IMPROVED []

You can bind a wider range of vestiges.

Prerequisite: Bind Vestige.

Benefit: When you bind a vestige using the Bind Vestige feat, you do so as though you were a 5th-level binder. Thus, you have access to vestiges up to 3rd level, though you still can bind only one at a time and gain only one power from it.

DEFENSE AGAINST THE SUPERNATURAL []

Your in-depth knowledge of supernatural forces grants you greater ability to resist their effects.

Prerequisite: Knowledge (arcana) 2 ranks.

Benefit: You gain a +2 insight bonus on saving throws made to resist supernatural special attacks.

EMPOWER SUPERNATURAL ABILITY []

You can use a supernatural ability with greater effect than normal.

Prerequisites: 6 HD, supernatural ability.

Benefit: Once per day, you can empower a supernatural ability.

When you use an empowered supernatural ability, all variable, numeric effects of the supernatural ability are increased by one-half.

An empowered supernatural ability deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate.

Saving throws and opposed rolls (such as the one made when you cast *dispel magic*) and supernatural abilities without random variables are not affected.

You must declare use of this feat before you use the ability.

A continuous use ability (such as a gaze attack) can be empowered for only 1 round.

Empowering a supernatural ability does not require a separate action.

An empowered supernatural ability cannot be maximized.

Special: This feat can be taken multiple times.

Each time it is taken, you can empower a supernatural ability one additional time per day.

You cannot empower a particular use of a supernatural ability more than once.

ENLARGE SUPERNATURAL ABILITY []

You can increase the range of a supernatural attack.

Prerequisites: 4 HD, supernatural ability.

Benefit: Once per day, you can enlarge a supernatural ability.

When you use an enlarged supernatural ability, its range increases by 100%.

You must declare use of this feat before you use the ability.

A continuous use ability (such as a gaze attack) can only be enlarged for 1 round.

Enlarging a supernatural ability does not require a separate action.

This feat does not affect the length of a line or a cone, the diameter of an emanation (such as a gaze attack or frightful presence), or the range of any supernatural ability not defined by distance.

Special: This feat can be taken multiple times.

Each time it is taken, you can enlarge a supernatural ability one additional time per day.
You cannot enlarge a particular use of a supernatural ability more than once.

EXPULSION

You can expel a vestige to which you are bound before the duration of its pact with you has expired.

Prerequisite: Soul binding.

Benefit: Once per day, you can attempt to expel a vestige to which you are bound.

To do so, you must draw its seal and go through the entire process of summoning it again.

If you succeed on the new binding check, you expel the vestige before it would normally leave you, and you can summon a different one to replace it if you wish.

Regardless of your success or failure in expelling the vestige, you take a –10 penalty on your next binding check with any vestige, and apply the same penalty on your binding check the next time you summon the vestige you expelled.

Normal: A bound vestige does not leave you until 24 hours have passed since its summoning.

EXTENDING SUPERNATURAL ABILITY

You can cause a supernatural ability with a duration to last longer than normal.

Prerequisites: 4 HD, supernatural ability.

Benefit: Once per day, you can extend a supernatural ability that has a duration.

When you use an extended supernatural ability, it lasts twice as long as normal.

A supernatural ability that has a duration of concentration, that happens instantaneously, or that permanently affects a target is not affected by this feat.

You must declare the use of this feat before you use the ability.

Extending a supernatural ability does not require a separate action.

Special: This feat can be taken multiple times.

Each time it is taken, you can extend a supernatural ability one additional time per day.

You cannot extend a particular use of a supernatural ability more than once.

FAVORED VESTIGE

Choose one vestige to which you have access.

You establish a close, mystical affinity with that spirit.

Prerequisite: Soul binding.

Benefit: Your effective binder level increases by 1 when you use the abilities granted by your chosen vestige.

Special: You can take this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new vestige.

FAVORED VESTIGE FOCUS

The supernatural abilities of your favored vestige are more potent than normal.

Prerequisite: Favored Vestige.

Benefit: The DC of each supernatural ability granted by your favored vestige increases by 1.

Special: You can take this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new favored vestige (for which you must have a separate Favored Vestige feat).

IGNORING SPECIAL REQUIREMENTS

The strange constraints that vestiges place on their summoning are meaningless to you.

Prerequisite: Soul binding.

Benefit: You can ignore the special requirements of vestiges with which you make pacts.

IMPROVED BINDING

You are so adept at binding vestiges that you can contact powerful ones more easily than other soul binders can.

Prerequisites: Soul binding, Intimidate 4 ranks.

Benefit: Your effective binder level is 2 higher than normal for the purpose of determining the level of vestige you can bind.

This benefit does not increase your binder level in any other circumstance.

PRACTICED BINDER

When you bind a vestige, you gain an additional power associated with it.

Prerequisite: Bind Vestige.

Benefit: When you bind a vestige using the Bind Vestige feat, you gain a second power, according to Table 1–9: Bind Vestige Feat Abilities.

TABLE 1–9: BIND VESTIGE FEAT ABILITIES

Vestige	Bind Vestige Power	Practiced Binder Power
Amon	Darkvision	Ram attack
Andromalius*	Sense trickery	See the unseen
Aym	Ruinous attack	Resistance to fire
Dahlver-Nar*	Mad soul	Natural armor
Focalor*	Aura of sadness	Water breathing
Haagenti*	Immunity to transformation	Weapon proficiency
Karsus*	Karsus's senses	Heavy magic
Leraje	Hide bonus	Weapon proficiency
Malphas*	Poison use	Bird's eye viewing
Naberius	Naberius's skills	Silver tongue
Paimon*	Paimon's skills	Uncanny dodge
Ronove	Feather fall	Sprint
Savnok*	Call armor	Savnok's armor

*These vestiges are available only to nonbinders who have the Improved Bind Vestige feat.

RAPID PACT MAKING

Your skill with pact magic lets you bind a vestige extremely quickly, even in the heat of combat.

Prerequisites: Soul binding, Intimidate 8 ranks, Expel Vestige.

Benefit: Once per day, you can bind a vestige as a full-round action.

Normal: Binding a vestige normally requires 1 minute.

RAPID RECOVERY []

You can use the abilities of your favored vestige more frequently.

Prerequisite: Favored Vestige.

Benefit: You can activate the abilities granted by your favored vestige once every 4 rounds rather than once every 5 rounds.

You must be bound to the vestige to use its abilities with this feat.

Special: You can take this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new favored vestige (for which you must have a separate Favored Vestige feat).

SKILLED PACT MAKING []

Your strong will serves you well when making pacts with vestiges.

Prerequisites: Soul binding, base Will save +4.

Benefit: You gain a +4 bonus on binding checks.

SUDDEN ABILITY FOCUS []

One of your special attacks becomes more potent than usual.

Prerequisite: Special attack.

Benefit: Once per day, you can increase the save DC of any special ability you have—including the special abilities granted by a vestige—by 2.

You can still use the Ability Focus feat normally if you have it, and the DC increases stack.

You must declare the use of this feat before you use the ability.

A continuous-use ability (such as a gaze attack) can benefit from this feat for only 1 round.

Special: This feat can be taken multiple times.

Each time you take it, you can apply the Sudden Ability Focus feat one more time per day.

You cannot apply Sudden Ability Focus more than once to a single use of a special ability.

SUPERNATURAL CRUSADER []

You are adept at fighting supernatural creatures.

Prerequisite: Knowledge (arcana) 2 ranks.

Benefit: You gain a +1 insight bonus on attack rolls and weapon damage rolls against a creature with a supernatural special ability.

SUPERNATURAL OPPORTUNIST []

You are adept at exploiting a creature's momentary distraction while it activates its supernatural abilities.

Prerequisite: Supernatural Crusader.

Benefit: Whenever a creature that you threaten activates a supernatural ability, you can make an attack of opportunity against that creature.

This feat does not give you the ability to make more than one attack of opportunity in a single round.

WIDEN SUPERNATURAL ABILITY []

You can increase the area of your supernatural abilities.

Prerequisites: 8 HD, supernatural ability.

Benefit: Once per day, you can widen a supernatural ability.

When you use a widened supernatural ability, its area increases by 100%.

Thus, a widened line or cone is double the normal length, and a widened burst, emanation, or spread has twice the normal diameter.

You must declare use of this feat before you use the ability.

Widening a supernatural ability does not require a separate action.

Special: This feat can be taken multiple times.

Each time it is taken, you can widen a supernatural ability one additional time per day.

You cannot widen a particular use of a supernatural ability more than once.

RECITATION FEATS

RECITATION OF THE FORTIFIED STATE []

This recitation allows you to stand unyielding against the blows of your enemies.

Prerequisites: Truespeak 9 ranks, ability to speak utterances, must know your own personal truenamer.

Benefit: You gain a natural armor bonus equal to one-third your truenamer level.

The bonus lasts at least until the beginning of your next turn, and you can extend it for 1 round by taking the total defense action.

You can continue taking the total defense action, and gaining the bonus, for up to 1 minute, after which time the effects of the recitation fade unless you repeat the recitation.

RECITATION OF MEDITATIVE STATE []

This recitation gives you an unparalleled sense of serene calm.

Prerequisites: Truespeak 9 ranks, ability to speak utterances, must know your own personal truenamer.

Benefit: Successfully making the recitation dispels any fear, rage, despair, or other emotion-based effects on you. If you're frightened or panicked, this recitation won't help you because you won't be able to take the full-round action required to make the recitation.

But if you're merely shaken, you can return to an unafraid state.

RECITATION OF MINDFUL STATE []

This recitation narrows and focuses your perception so you can concentrate on a delicate task at hand.

Prerequisites: Truespeak 6 ranks, ability to speak utterances, must know your own personal truenamer.

Benefit: You gain a competence bonus equal to one-third your truenamer level on your next skill check using one of the following skills: Craft, Disable Device, Forgery, Open Lock, or Sleight of Hand.

RECITATION OF THE SANGUINE STATE []

This recitation purges all poisons from your body.

Prerequisites: Truespeak 9 ranks, ability to speak utterances, must know your own personal truename.

Benefit: If you succeed on your Truespeak check, your body is purged of all poisons, as if a neutralize poison spell had been cast on you.

RECITATION OF VITAL STATE []

This recitation frees your body of disease and sickness.

Prerequisites: Truespeak 6 ranks, ability to speak utterances, must know your own personal truename.

Benefit: You are rendered free of disease, whether the sickness has an ordinary or a supernatural origin. Both active and incubating diseases are affected.

SHADOW MAGIC FEATS

EMPOWER MYSTERY [METASHADOW]

You can cast mysteries to greater effect.

Prerequisites: Any metashadow feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any mystery you cast.

All variable, numeric effects of an empowered mystery increase by one-half.

Casting an empowered mystery is a full-round action.

Special: You can take this feat multiple times.

ENLARGE MYSTERY [METASHADOW]

You can cast mysteries farther than normal.

Benefit: Once per day, you can alter a mystery with a range of close, medium, or long to increase its range by 100%.

This functions in most respects as the Enlarge Spell feat.

Special: You can take this feat multiple times.

EXTEND MYSTERY [METASHADOW]

You can cast mysteries that last longer than normal.

Benefit: Once per day, you can apply the effect of the Extend Mystery feat to any mystery you cast.

An extended mystery lasts twice as long as normal.

Casting an extended mystery is a full-round action.

Special: You can take this feat multiple times.

FAVORED MYSTERY []

The mystery you choose becomes easier to cast.

Prerequisite: Ability to cast mysteries.

Benefit: Choose a mystery you know.

You cast that mystery as a supernatural ability instead of a spell-like ability, or as a spell-like ability instead of as a spell. If you choose a mystery that you cast as a supernatural ability, or if you later gain the ability to cast that mystery as a supernatural ability, you gain an extra use of that mystery per day.

This feat does not otherwise increase the number of times per day that you can cast the chosen mystery.

Special: You can take this feat multiple times.

When you take the feat again, you can choose to affect the same mystery or a different one.

GREATER PATH FOCUS []

Choose a path of shadow magic to which you have already applied the Path Focus feat.

Your mysteries of that path are now even more potent.

Prerequisite: Path Focus.

Benefit: You function at +1 caster level when casting mysteries of the path you select.

Additionally, add +1 to the Difficulty Class of all saving throws against mysteries from that path.

These bonuses stack with those granted by Path Focus.

Special: You can gain this feat multiple times.

Its effects do not stack.

Each time you take the feat, it applies to a new path to which you have applied the Path Focus feat.

LINE OF SHADOW [METASHADOW]

You can cast a mystery without line of sight or line of effect to the target.

Prerequisite: Any two metashadow feats.

Benefit: Once per day, you can apply this feat to a mystery which enables it to affect a target even if you do not currently have line of sight or line of effect.

The target must still be within the spell's maximum range, and you must have had line of sight and line of effect within a number of rounds equal to your Intelligence modifier.

The target gains a bonus on his save, if any, equal to the number of rounds since you had line of sight or effect.

You cannot apply this feat to any mystery that requires a touch or ranged touch.

Casting a mystery with Line of Shadow is a full-round action.

Normal: You must have line of effect or line of sight to target a creature or object with a mystery or spell.

Special: You can take this feat up to four times.

To take it a second time, you must have five metashadow feats.

To take it a third time, you must have eight metashadow feats.

To take it a fourth time, you must have eleven metashadow feats.

MAXIMIZE MYSTERY [METASHADOW]

You can cast mysteries to maximum effect.

Prerequisite: Any two metashadow feats.

Benefit: Once per day, all variable, numeric effects of a mystery modified by this feat are maximized.

This functions in most respects as the Maximize Spell feat. Casting a maximized mystery is a full-round action.

Special: You can take this feat up to four times.

To take it a second time, you must have five metashadow feats.

To take it a third time, you must have eight metashadow feats.

To take it a fourth time, you must have eleven metashadow.

NOCTURNAL CASTER []

You are empowered by darkness, making your abilities stronger at night.

Prerequisite: Ability to cast mysteries or a spell with the darkness descriptor.

Benefit: Choose one path of mysteries or school of magic to which you have access.

At night, the save DC of all associated mysteries or spells increases by +1.

This bonus stacks with similar bonuses, such those from the Path Focus or Spell Focus feats.

The ambient light is irrelevant, nor does it matter if you can see the sky.

Only the actual time of day matters.

Special: You can gain this feat multiple times, but its effects do not stack.

Each time you take the feat, it applies to a new school or path.

PATH FOCUS []

Choose a path of shadow magic, such as Touch or Twilight. Your mysteries of that path are more potent than normal.

Benefit: You function at +1 caster level when casting mysteries of this path.

Additionally, add +1 to the DC of all saving throws against mysteries from this path.

Special: You can gain this feat multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new path.

QUICKEN MYSTERY [METASHADOW]

You can cast a mystery with a moment's thought.

Prerequisite: Any three metashadow feats.

Benefit: Once per day, you can cast a mystery as a swift action.

This feat functions in most respects as the Quicken Spell feat.

Special: You can take this feat up to three times.

To take it a second time, you must have seven metashadow feats.

To take it a third time, you must have eleven metashadow feats.

REACH MYSTERY [METASHADOW]

You can cast touch-range mysteries without touching the target.

Prerequisite: Any metashadow feat.

Benefit: Once per day, you can cast a mystery that normally has a range of touch at any target within 30 feet. The mystery effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the mystery upon the recipient.

Special: You can take this feat multiple times.

SHADOW CAST []

Your shadow shimmers as you cast a spell and you seem to cast your mysteries from elsewhere.

Prerequisite: Concentration 5 ranks, shadowcaster level 1st.

Benefit: Designate a square adjacent to you.

If no one threatens that square, you do not provoke an attack of opportunity when you cast a spell or use a spell-like ability.

SHADOW FAMILIAR []

Noctumancers developed this feat in order to gain a mystical companion.

Prerequisite: Shadowcaster level 3rd.

Benefit: You can obtain a familiar in the same manner as a sorcerer or wizard, but it possesses the dark template.

As with a sorcerer or wizard, obtaining a familiar takes 24 hours and uses up magic materials worth 100 gp.

For the purpose of determining familiar abilities that depend on your arcane caster level, your levels in all classes that allow you to cast mysteries or arcane spells stack.

Special: If you gain access to an alternative familiar, such as through the Improved Familiar feat, it also gains the dark template.

SHADOW REFLECTION []

Your shadow flickers and moves in an aggressive, independent manner, enabling you to avoid some attacks of opportunity.

Prerequisites: Shadowcaster level 3rd, ability to cast the dancing shadows or the clinging darkness mystery.

Benefit: A foe that makes an attack of opportunity against you has a 50% miss chance.

Special: Opponents that do not rely on sight ignore the miss chance.

SHADOW VISION []

Your senses grow so attuned with shadow that you gain a limited ability to see in natural and magical darkness.

Prerequisites: Wis 15, ability to cast the bend perspective or truth revealed mystery.

Benefit: As long as you are in shadowy illumination or darkness, you can take a move action to sense the number of creatures within 20 feet that are also within shadowy illumination or darkness and the direction to each one. You cannot pinpoint the location of any creature with this feat.

STILL MYSTERY [METASHADOW]

You can cast mysteries without gestures.

Benefit: A stilled mystery can be cast with no somatic components.

This also prevents your shadow from making gestures that differ from your own during casting.

Because mysteries activated as spell-like and supernatural abilities have no somatic components, this feat is useful only with mysteries cast as arcane spells.

UNSEEN ARROW []

Developed by shadowblades, this feat allows a member of that class to apply his unseen weapon abilities to thrown or projectile weapons.

Prerequisite: Unseen weapon class feature.

Benefit: You can apply the unseen weapon class feature, and all its abilities, to a thrown or missile weapon.

If you use the far shadow ability (see page 130) with a ranged weapon, it adds 30 feet to the distance the weapon can travel before you take the first range increment penalty.

TRUENAME FEATS

EMPOWER UTTERANCE []

Your utterances have more powerful effects.

Prerequisites: Truespeak 9 ranks, ability to speak utterances.

Benefit: If the utterance is successful, all the variable numeric effects of the utterance are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered utterance has a Truespeak DC 10 higher than normal.

ENLARGE UTTERANCE []

You can project the power of an utterance to a greater distance.

Prerequisites: Truespeak 6 ranks, ability to speak utterances.

Benefit: If the utterance is successful, you can increase its range by 100%.

For most utterances, this means the range becomes 120 feet.

This feat has no effect on utterances with a range of touch. An enlarged utterance has a Truespeak DC 5 higher than normal.

EXTEND UTTERANCE []

Your utterances have a more lasting effect on the universe.

Prerequisites: Truespeak 6 ranks, ability to speak utterances.

Benefit: An extended utterance lasts twice as long as normal.

An utterance with a duration of concentration or instantaneous is not affected by this feat.

An extended utterance has a Truespeak DC 5 higher than normal.

FOCUSED LEXICON []

Your utterances have greater effect against a certain type of creature.

Prerequisites: Truespeak 6 ranks, ability to speak utterances.

Benefit: When you take this feat, choose a creature type (such as aberrations or monstrous humanoids). The DCs of your utterances are increased by 1 whenever you use them against creatures of the chosen type.

Special: You can take this feat more than once. Its effects do not stack.

Each time you take this feat, it applies to a new creature type.

MINOR UTTERANCE OF THE EVOLVING MIND []

Your mastery of Truespeech has led you to the understanding necessary to perform a simple utterance from the Lexicon of the Evolving Mind.

Prerequisites: Truespeak 6 ranks.

Benefit: You learn one 1st-level utterance from the Lexicon of the Evolving Mind.

Special: You can take this feat more than once.

OBSCURE PERSONAL TRUENAME []

Truenames are notoriously difficult to pronounce, but yours is harder than most.

Benefit: The DC to speak your personal truename increases by 4 (this stacks with the +2 bonus that normally applies to a DC to speak a personal truename). Your normal truename—the one a truenamer would use if he didn't know your personal truename—is unaffected by this feat.

In addition, those attempting to research your personal truename find doing so much more difficult.

The DC of any check made to research your personal truename increases by 4.

Normal: The Truespeak DC to say a personal truename is $15 + (2 \times CR) + 2$.

PERSONAL TRUENAME BACKLASH []

Your personal truename is so charged with magic power that those who fail to speak it properly are warped by reality run amok.

Prerequisites: Obscure Personal Truename, 15 Hit Dice.

Benefit: Whenever a creature fails by 5 points or more in an attempt to speak your personal truename, it immediately takes 1d6 points of damage for every Hit Die you have.

Normal: The consequence for failing a Truespeak check to say someone's personal truename is that the utterance, truename spell, or other ability tails as well.

QUICKEN UTTERANCE []

You can speak an utterance with just a moment's thought.

Prerequisites: Truespeak 12 ranks, ability to speak utterances.

Benefit: Speaking a quickened utterance is a swift action. You can perform another action, even speaking another utterance, in the same round as you speak a quickened utterance.

A quickened utterance has a Truespeak DC 20 higher than normal.

TRUENAME REBUTTAL []

You are particularly good at negating other truenamers' power with well-chosen truenames.

Prerequisite: Ability to speak utterances.

Benefit: You gain a +4 bonus on Truespeak checks made to counter or dispel the utterances of other truespeakers.

Normal: Countering and dispelling attempts use opposed Truespeak checks between the original truenamer and the one trying to end the utterance.

TRUENAME RESEARCH []

You have a knack for uncovering the personal truenames of friends and foes alike through study and investigation.

Prerequisite: Truespeak 9 ranks.

Benefit: You gain a +2 bonus on Knowledge checks made to discover a creature's personal truename (as described in Truename Research, page 196).

In addition, the cost to research a personal truename is reduced by half.

TRUENAME TRAINING []

Unlike most of your peers, you have discovered the secret power of truenames.

Benefit: The Truespeak skill is considered a class skill for you, no matter what class you actually choose.

If you purchased ranks in Truespeak as a cross-class skill, you immediately gain additional ranks in Truespeak as if it had always been a class skill for you.

Normal: The Truespeak skill is a class skill only for truenamers.

UTTERANCE OF THE EVOLVING MIND []

Your further mastery of Truespeech allows you to wield its power more effectively against creatures.

Prerequisites: Truespeak 9 ranks, ability to speak two utterances.

Benefit: You learn one 2nd-level utterance from the Lexicon of the Evolving Mind.

Special: You can take this feat more than once.

UTTERANCE OF THE CRAFTED TOOL []

As you strive for ever more mastery of Truespeech, you gain more power over the universe around you.

You can now use the power of Truespeech to affect objects.

Prerequisites: Truespeak 12 ranks, Truename Training, ability to speak three utterances.

Benefit: You learn one 1st-level utterance from the Lexicon of the Crafted Tool.

Special: You can take this feat more than once.

UTTERANCE OF THE PERFECTED MAP []

The power of the Truespeech can alter the state of reality itself.

Reaching toward this great power, you have mastered an utterance from the Lexicon of the Perfected Map.

Prerequisites: Truespeak 15 ranks, Truename Training, ability to speak four utterances.

Benefit: You learn one 1st-level utterance from the Lexicon of the Perfected Map.

Special: You can take this feat more than once.

UTTERANCE FOCUS []

You have a particular utterance you favor above others, and your enemies are less able to resist the power of your words.

Prerequisite: Ability to speak utterances.

Benefit: Add 1 to the Difficulty Class for all saving throws against a specific utterance you know (such as the *eldritch attraction* utterance).

This benefit also applies to the reverse of your favored utterance, if applicable.

Normal: The DC to resist your utterances is usually 10 + 1/2 truenamer level + Cha modifier.

Special: You can gain this feat multiple times. Its effect do not stack.

Each time you take the feat, it applies to a new utterance.

SIDEBAR FEATS

POWERFUL CHARGE []

A creature with this feat can charge with extra force.

Prerequisites: Medium or large, base attack bonus +1.

Benefit: When the creature charges, if its melee attack hits, deals an extra 1d8 points of damage (if it is of Medium size).

For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when the creature makes a charge.

It does not work when the creature is mounted.

If the creature has the ability to make multiple attacks after a charge, it can apply this extra damage only to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

UNAPPROACHABLE EAST (3.5)

MAIN SECTION FEATS

BATTLE JUMP [FIGHTER, GENERAL]

You know how to launch a devastating attack from above by dropping onto your opponent.

Region: Taer.

Benefit: You can execute a charge by simply dropping from a height of at least 5 feet above your opponent.

For example, a ledge 10 feet above the floor of a cavern would suffice for jumping on a Medium-sized creature, while a ledge 15 feet high is required for a jumping on a Large creature.

You can't jump from more than 30 feet above your opponent, nor can you effectively battle jump while under the influence of a *fly* or *levitate* spell or effect, as you have to hurl yourself down on your foe.

If you hit, you can choose either to deal double damage with a melee weapon or natural attack or to attempt a trip attack.

You are treated as one size category larger than normal if you try to trip your opponent with the battle jump.

After you attack, you take falling damage as normal for the distance you jumped.

You are entitled to a Jump check (DC 15) to take less damage, as if you had fallen 10 feet less than you actually did.

If you fail this Jump check, you fall prone 5 feet from your opponent.

You can also use Battle Jump to begin a grapple attempt instead of making a normal attack.

If you do, you are treated as one size category larger than normal for the first grapple check following the battle jump.

Normal: Anybody can try to jump down on an enemy, but it is not considered a charge, and they do not gain double damage or the size bonus for the ensuing attack.

CRAFT CONTINGENT SPELL [ITEM CREATION]

You know how to create contingent spells, which are semipermanent spells that can be “worn” and activate under certain conditions.

Prerequisites: Spellcaster level 11th+.

Benefit: You can make contingent any spell for which you meet the prerequisites.

Crafting a contingent spell takes one day for each 1,000 gp in its base price.

To craft a contingent spell, you must spend 1/25 of its base price in XP and use up raw materials costing half its base price.

Some contingent spells incur extra costs in material components or XP as noted in their descriptions.

These costs are in addition to those derived from the contingent spell's base price.

See Contingent Spells in Chapter 4: Magic and Spells for more information.

DRAW FROM THE LAND [GENERAL]

You can draw strength and sustenance from the land itself.

Prerequisites: Ethran.

Region: Rashemen.

Benefit: Before resting, you may draw upon the power of the land to revitalize your body and mind.

This allows you to recover 2 hit points per day of light activity, or 4 hit points per level for each day of complete rest, and 2 ability score points per day, or 4 ability score points for each day of complete rest.

This stacks with the benefits of long-term care provided by someone with the Heal skill (see Chapter 5: Skills in the *Player's Handbook*).

You may also use the energy of the land to fuel your body's need for food and water.

This gives you a +10 bonus on Constitution checks made to avoid subdual damage from hunger and thirst (see *Starvation and Thirst Dangers* in Chapter 3: Running the Game in the *DUNGEON MASTER's Guide*).

Finally, you may use the power of the land to refresh your mind and body as a supplement to sleep.

You require half as much sleep as normal (although you still have to rest a full 8 hours to prepare spells or regain spell slots).

Outside of Rashemen, you must make a Concentration check (DC 10 + 2 per 100 miles from the border of Rashemen) to activate this ability.

If you fail, you cannot retry for 1 day.

ETTERCAP BERSERKER [FIGHTER, GENERAL]

The intense physical training required to join your lodge has made you tougher.

Prerequisites: Ability to rage, membership in the Ettercap berserker lodge (see *Berserker Lodges* in Chapter 10: Rashemen).

Region: Rashemen.

Benefit: You gain a +2 bonus on saving throws against poison.

When raging, you gain a +6 bonus to Constitution.

During a greater rage, you instead gain a +8 bonus to Constitution.

Normal: A character in a rage gains a +4 bonus to Constitution.

A character in a greater rage gains a +6 bonus to Constitution.

EXPLOSIVE SPELL [METAMAGIC]

You can cast spells that blast creatures off their feet.

Benefit: An explosive spell ejects any creature caught in its area to the nearest edge of its effect and knocks the creature prone if it fails its saving throw against the spell. For example, an explosive *fireball* moves all creatures in its area who fail their saves at least 20 feet from the center of the effect, while an explosive *lightning bolt* moves targets 5 feet to either side of the stroke.

Any creature moved in this manner takes an additional 1d6 points of damage per 10 feet moved.

This movement does not provoke attacks of opportunity.

If some obstacle intervenes to prevent the blasted creature from moving to the nearest edge of the effect, the creature stops at the obstacle but takes 1d6 points of damage from striking the barrier (in addition to any damage taken from being forcibly moved to the barrier).

Explosive Spell can only be applied to spells that allow Reflex saves and affect some area (a cone, line, or burst).

An explosive spell uses up a spell slot two levels higher than the spell's actual level.

EXTENDED RAGE [GENERAL]

Your rage lasts longer than it normally would.

Prerequisites: Ability to rage.

Benefit: Each of your rages lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times, and the additional rounds stack.

FORTIFY SPELL [METAMAGIC]

You can cast spells that easily penetrate spell resistance.

Benefit: A fortified spell has a higher caster level than normal for the purpose of defeating a target's spell resistance.

For every level added to the spell's actual level, you gain a +2 bonus on spell penetration checks with that spell.

For example, a 9th-level wizard who prepares a fortified *lightning bolt* as a 5th-level spell rolls 1d20+13 for spell penetration with that spell, not 1d20+9.

Spells that do not permit spell resistance are not affected.

A fortified spell uses up a spell slot one level higher than the spell's actual level.

GREAT STAG BERSERKER [FIGHTER, GENERAL]

Your fighting style employs aggressive charges in the manner of your lodge's totem animal.

Prerequisites: Ability to rage, membership in the Great Stag berserker lodge (see *Berserker Lodges* in Chapter 10: Rashemen).

Region: Rashemen.

Benefit: When using the charge action, you may gain a +4 bonus on your attack roll and take a -4 penalty to your AC for 1 round.

Normal: A charging character normally has a +2 bonus on attacks and a -2 penalty to AC for 1 round.

ICE TROLL BERSERKER [FIGHTER, GENERAL]

When raging, your skin becomes very thick and tough like the ice trolls that plague parts of your homeland.

Prerequisites: Constitution 13, ability to rage, membership in the Ice Troll berserker lodge (see Berserker Lodges in Chapter 10: Rashemen).

Region: Rashemen.

Benefit: When raging, you gain a +2 natural armor bonus to AC.

During a greater rage this natural armor bonus increases to +4.

IMPROVED GRAPPLE [FIGHTER, GENERAL]

You are skilled in martial arts that emphasize holds and throws.

Prerequisite: Dex 13, Improved Unarmed Strike.

Benefit: You do not incur an attack of opportunity when you make a touch attack to start a grapple.

You also gain a +4 bonus on all grapple checks (regardless of whether you started the grapple).

Normal: Characters without this feat incur an attack of opportunity when they make a touch attack to start a grapple.

LONG REACH [FIGHTER, GENERAL]

You know how to use your great stature to reach an opponent more than 5 feet away with a spear-like weapon.

Region: Gnoll, volodni.

Benefit: When you wield a spear or shortspear, you can use the weapon to attack opponents 5 or 10 feet away.

When you wield a longspear, you can attack opponents 10 or 15 feet away.

You do not get the advantage of the extra reach except on your action, so you threaten the area around you according to the weapon's normal characteristics.

Normal: Characters who do not have this feat can only attack foes 5 feet away with a spear or shortspear and 10 feet away with a longspear.

OWLBEAR BERSERKER [FIGHTER, GENERAL]

Your fighting style emulates the owlbear, the totem beast of your berserker lodge.

Prerequisites: Strength 13, ability to rage, membership in the Owlbear berserker lodge (see Berserker Lodges in Chapter 10: Rashemen).

Region: Rashemen.

Benefit: When grappling, you can make an unarmed attack to deal 1d6 points of normal damage with a successful grapple check.

You do not suffer the usual -4 penalty for dealing normal damage.

Normal: Characters who do not have this feat can deal 1d3 points of subdual damage, or normal damage at a -4 penalty on the grapple check.

Special: Characters with this feat may choose the Improved Grapple feat even if they don't meet the other prerequisites for Improved Grapple.

RASHEMI ELEMENTAL SUMMONING [GENERAL]

You may summon Rashemen's native elementals in any situation where you could summon an air or earth elemental.

Prerequisites: Spellcaster level 5th.

Region: Rashemen.

Benefit: When casting a spell that summons air or earth elementals, you may choose to summon an orglash or thomil instead.

(See the Orglash and Thomil entries in Chapter 6: Monsters of the East) For example, if you cast *summon monster V*, which can summon a medium elemental, you may summon an orglash or thomil using a medium elemental as the base creature.

If you cast *elemental swarm*, you could opt to summon orglashes or thomils based on large, huge, and greater air or earth elementals.

Altering the spell in this manner does not change any other aspects of the spell.

You may use this ability outside of Rashemen.

SNOW TIGER BERSERKER [FIGHTER, GENERAL]

You have learned how to pounce on your foes, much like your totem spirit.

Prerequisites: Dexterity 13, ability to rage, membership in the Snow Tiger berserker lodge (see Berserker Lodges in Chapter 10: Rashemen).

Region: Rashemen.

Benefit: You may make a full attack as part of a charge action, but only if you are armed with a light weapon.

(If you have light weapons in both hands, you may strike with both under the normal rules for fighting with two weapons).

Normal: Characters without this feat may make only one attack as part of a charge action.

TRANSDIMENSIONAL SPELL [METAMAGIC]

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the area of effect.

Benefit: A transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the area of effect.

Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*.

You must be able to perceive a creature to target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space.

There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

VREMYONNI TRAINING [GENERAL]

You have had more than the typical amount of training with the *vremyonni*, the Old Ones who research spells and craft magic items for the Witches of Rashemen.

Prerequisites: Able to cast 1st-level spells.

Region: Rashemen.

Benefit: You gain a +2 bonus on Knowledge (arcana) and Spellcraft checks.

WOLF BERSERKER [FIGHTER, GENERAL]

You have studied the fighting style of the wolf and employ its tactics in combat.

Prerequisite: Ability to rage, membership in the Wolf berserker lodge (see Berserker Lodges in Chapter 10: Rashemen).

Region: Rashemen.

Benefit: You gain a +4 bonus on trip attacks and on checks to resist an opponent's trip attacks.

Special: Characters with this feat may choose the Improved Trip feat even if they don't meet the other prerequisites for Improved Trip.

WOODWISE [GENERAL]

You are trained in fighting in woodlands and know how to use the terrain to best advantage.

Region: Star elf, volodni.

Benefit: You ignore hampered movement penalties from naturally occurring moderate or heavy undergrowth. (You are still hampered by magically enhanced brush and plants).

When fighting in wooded areas, you gain a +1 dodge bonus to AC.

Normal: A character without this feat is reduced to three-quarters normal speed in moderate underbrush and half normal speed in heavy underbrush, and gains no defensive bonus for fighting in woodlands.

UNDERDARK (3.5)

MAIN SECTION FEATS

AXESHIELD [GENERAL]

You know how to defend yourself with a battleaxe.

Prerequisite: Grimlock.

Benefit: When you wield a battleaxe, you can deflect some blows that would otherwise strike you. In any combat round during which you make a full attack while wielding a battleaxe, you gain a +2 dodge bonus to Armor Class that lasts until your next action.

Special: A fighter may select Axeshield as one of his fighter bonus feats.

BOWSLINGER [GENERAL]

You can ready ranged weapons surprisingly quickly.

Prerequisite: Base attack bonus +1.

Benefit: You gain a +2 bonus on your attack roll when you fire or throw a ranged weapon at a flat-footed opponent.

Special: A fighter may select Bowslinger as one of his fighter bonus feats.

CAUSTIC ADAPTATION [GENERAL]

Long have your ancestors hunted and been hunted in the depths.

Natural selection has given your blood an unpalatable, acidic quality.

Prerequisite: Kuo-toa.

Benefit: A creature that makes a successful bite attack against you takes 1d4 points of acid damage.

Creatures immune to poison are not affected.

CAVER [GENERAL]

The Underdark's cave systems stretch for thousands of miles below the surface.

You are knowledgeable about the secrets of the subterranean world and wise in its ways.

Benefit: You gain a +2 bonus on Heal checks and Survival checks made in the Underdark.

ELFHUNTER [GENERAL]

Because of your cultural hatred for elves, you have had specific training in how best to fight them.

Prerequisite: Drow.

Benefit: Choose one subrace of elf.

When fighting elves of this kind, you gain a +1 competence bonus on melee damage rolls and on ranged attack rolls made at ranges of up to 30 feet.

You also gain the benefit of the Improved Critical feat for the weapon you are using in any such attack.

This benefit does not stack with that of the Improved Critical feat.

Special: You may take this feat multiple times.

Its effects do not stack.

Each time you take the feat you must choose a new subrace of elf to which it will apply.

ENHANCED ADHESIVE [GENERAL]

The natural adhesive you secrete becomes stickier.

Prerequisite: Kuo-toa.

Benefit: When your shield is coated with your natural adhesive, it is more difficult than usual for an opponent to avoid becoming stuck to it and to break free once stuck. The DC for the opponent's Reflex save to avoid getting stuck after an unsuccessful melee attack increases by +2. The DC for the opponent's Strength check to free itself or its weapon after becoming stuck increases by the same amount.

Normal: The DC for the Reflex save is 11 + your Constitution modifier.

The only way to increase the DC is to increase your Constitution modifier.

The DC for the Strength check is normally a flat value that cannot be increased.

EXOTIC ARMOR PROFICIENCY [GENERAL]

Choose a type of exotic armor, such as feeler plate or spidersilk (see Chapter 5: Equipment and Magic Items for a list of exotic armor types).

You understand how to wear that type of exotic armor properly.

Prerequisite: Armor Proficiency of the appropriate sort (for example, you must have Armor Proficiency [Heavy] to take Exotic Armor Proficiency [feeler plate]).

Benefits: You are proficient with a specific type of exotic armor and take no armor nonproficiency penalties when you wear it.

Normal: If you are wearing exotic armor with which you are not proficient, you take its armor check penalty on attack rolls and on all Strength-based and Dexterity-based skill checks.

Special: You can take this feat multiple times. Each time you take it, you must choose a new type of exotic armor.

EXTRA WILD SHAPE [WILD]

You can use wild shape more frequently than you normally could.

Prerequisite: Ability to use wild shape.

Benefit: You may use your wild shape ability two more times per day than you otherwise could.

If you are able to use wild shape to become an elemental, you also gain one additional use per day of your elemental wild shape.

Special: You can take this feat multiple times, gaining two additional wild shapes of your usual type and one additional elemental wild shape (if you have this capability) each time.

FAMILIAR SPELL [GENERAL]

You are so well acquainted with the spells you have mastered that you can store the prepared spells in the mind of your familiar.

Prerequisites: Ability to acquire a familiar, Spell Mastery.

Benefit: You may prepare one spell of any level that you have mastered with the Spell Mastery feat in your familiar's mind instead of your own, treating the extra preparation as if you had one extra spell slot per day, which can be used only for a mastered spell.

You can cast this spell normally as long as your familiar is within one square of you.

Once cast, the spell is used up, just as if you had held it in your own mind.

Your familiar cannot cast this spell itself, even if it is a creature that normally has spellcasting ability.

Special: You may gain this feat multiple times. Each time you take the feat, your familiar's mind can hold one additional prepared mastered spell per day.

GRAFT ILLITHID FLESH [ITEM CREATION]

You can apply illithid grafts to other living creatures or to yourself.

(See Illithid Grafts in Chapter 5: Equipment and Magic Items).

Prerequisites: Illithid, Heal (10 ranks).

Benefit: You can create illithid grafts and apply them to other living creatures or to yourself. Creating a graft takes one day for each 1,000 gp of its price.

To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing one-half of this price.

HIGHBORN DROW [GENERAL]

You have learned how to tap into the advanced magical abilities available to you through your drow noble heritage.

Prerequisites: Drow, base Will save +2.

Benefit: You may use *detect good*, *detect magic*, and *levitate* once per day as spell-like abilities, with a caster level equal to your character level.

IMPROVED LEVITATION [GENERAL]

You have learned to use only part of your *levitate* spell-like ability at a time, allowing multiple uses with shorter durations.

Prerequisite: *Levitate* as a spell-like ability.

Benefit: You may use your *levitate* spell-like ability in 10-minute increments instead of using the entire duration at once.

The number of times per day that you may use *levitate* at the shorter duration is equal to your caster level.

If you could *levitate* more than once per day before taking this feat, multiply your caster level by the number of times per day you could *levitate* before to get the total number of shorter uses of *levitate* that you have available per day.

LOLTH'S MEAT [GENERAL]

Like all drow raised in cities that are ruled by Lolth's priestesses, you know that you exist only to provide your goddess with food and pleasure.

This knowledge lends you a certain bloodthirsty readiness.

Prerequisite: Drow.

Benefit: If you kill a living creature that has an Intelligence score of 3 or higher with a melee attack, you gain a +1 morale bonus on attack rolls, damage rolls, and saving throws for the rest of the encounter.

If you kill such an opponent either by performing a coup de grace or with a touch spell, you gain a +2 morale bonus on attack rolls, damage rolls, and saving throws for the rest of the encounter.

To qualify for this bonus, you must either reduce the target to –10 hp with your blow or kill it with a touch spell (such as *slay living*).

METANODE SPELL [METAMAGIC]

You cast metamagic spells to greater effect in earth nodes than elsewhere (see Node Magic in Chapter 4: Magic and Spells).

Prerequisite: Node Spellcasting, caster level 1st.

Benefit: When casting a spell improved by a metamagic feat, you can deduct the class of the earth node layer in which you currently stand from the increased spell level. (The class of the layer does not equal the class of the node unless you are standing in the innermost portion of it). For example, if you use Maximize Spell to augment the 3rd-level spell *fireball* in the innermost (+1) layer of a Class 1 earth node, you cast the spell as if it were only two levels higher than normal, not three, because the earth node pays one spell level's worth of the metamagic cost. This feat is most useful to casters who do not prepare their spells (such as bards and sorcerers) and to wizards who

rarely leave their earth nodes and can therefore prepare and cast their spells at the adjusted level.

If you use this feat to reduce the cost of preparing a metamagic spell and then leave the earth node, the spell you prepared becomes unavailable until you return to an earth node layer of at least the same class as the one in which the spell was prepared.

Metanode Spell Feat: Metanode Power feat (Prerequisites: Node Manifestation, manifester level 1st). While the manifester is in an earth node, his metapsionic power bump point costs are lowered by an amount equal to the class of the earth node layer he inhabits $\times 2$.

NODE DEFENSE [GENERAL]

You can use the magical power of an earth node to defend yourself from harm.

Prerequisite: Node Spellcasting, caster level 1st.

Benefit: You receive an insight bonus to your Armor Class and saving throws equal to the class of any earth node layer you currently occupy, up to a maximum of +4. For example, if you are inside the middle (+2) layer of a Class 3 earth node, you gain a +2 insight bonus to your AC and saves.

NODE SENSITIVE [GENERAL]

You can perceive an earth node just by passing near it.

Benefit: You automatically note the presence of any earth node within 30 feet.

Normal: A creature without this feat that comes within 30 feet of the outermost layer of an earth node can make a DC 20 Intelligence check to note the presence of an earth node.

A creature with the Node Spellcasting feat can attempt either an Intelligence check or a Spellcraft check at the same DC to notice the node.

NODE SPELLCASTING [GENERAL]

You have discovered the secret of node magic (see Node Magic in Chapter 4: Magic and Spells).

Prerequisite: Caster level 1st.

Benefit: You may take full advantage of earth nodes and node magic, as described in Chapter 4: Magic and Spells. This feat grants you access to the various node magic feats and allows you to make a Spellcraft check instead of an Intelligence check to notice nearby nodes and manipulate various node powers.

Normal: A creature without this feat cannot take other node-related feats, cannot access an earth node's full potential, and must make an Intelligence check to notice nearby nodes or to manipulate node powers.

Node Spellcasting Feat: Node Manifestation feat (Prerequisite: Manifester level 1st).

This feat allows a psionic character to use earth nodes to full capacity.

NODE STORE [GENERAL]

You can store a prepared spell in an earth node (see Node Magic in Chapter 4: Magic and Spells).

Prerequisite: Node Spellcasting, caster level 1st.

Benefit: Each time you take this feat, choose two spells of any level that you know and can cast.

If you are a spellcaster who prepares spells, you may now prepare those two spells in addition to your normal spell complement as long as you are in an earth node, just as if you had two extra spell slots per day.

These extra prepared spells are stored in the earth node instead of in your mind.

You can cast them normally while you are within that earth node, even if you have left it and returned since storing them there.

If you are a spellcaster who does not prepare spells, choose two spells that you know.

You may now cast those two spells while in that earth node as if you had two extra spell slots per day available.

Each such slot can be used only to cast its designated spell; it cannot be used for any other spell (including the other spell designated with this feat).

If you leave the node, these extra spell slots become unavailable to you, but you can use them again if you return, provided that you haven't already used them since the last time you rested.

You do not need to designate a specific node in which to store your spells when you choose this feat, but you can have spells stored in only one earth node at a time.

You can change the earth node in which your spells are stored by meditating for 1 hour inside the new node you have selected.

Special: You may gain this feat multiple times.

Each time you take the feat, it applies to two new spells.

Node Store Feat: Node Power feat (Prerequisites: Node Manifestation, manifester level 1st).

The manifester chooses two powers.

While in an earth node, he can freely manifest each of these powers one extra time per day.

PORTAL SENSITIVE [GENERAL]

You can perceive a *portal* just by passing near it.

Prerequisite: Deep Imaskar or gloaming.

Benefit: You can detect an active or inactive *portal* as if it were a normal secret door (Search DC 20).

If you merely pass within 5 feet of a *portal*, you are entitled to a Search check to notice it as if you were actively looking for it.

You also gain a +2 bonus on your caster level check when trying to discern *portal* properties with the *analyze portal* spell.

Normal: *Portals* can be found only by using *analyze portal*, *detect magic*, or the granted power from the Portal domain.

STONE SOUL [GENERAL]

You were born with a dwarf-like, innate sense about rock, stone, and construction.

Prerequisite: Deep Imaskar or slyth.

Benefit: You gain a +2 bonus on Search checks made to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. A construction that isn't stone but is disguised to look like stone also counts as unusual stonework.

A character with the Stone Soul feat who merely comes within 10 feet of unusual stonework can make a check as if actively searching.

Special: You may take this feat only as a 1st-level character.

STRONG MIND [GENERAL]

You are unusually difficult to affect with psionic powers and mind attacks.

Prerequisite: Wis 11.

Benefit: You gain a +3 bonus on saving throws against psionic abilities and *mind blast* attacks.

Psionic abilities include the spell-like abilities of monsters such as aboleths, mind flayers, yuan-ti, and any other creatures whose special attacks are described as psionics. *Mind blast* attacks include the mind flayer's *mind blast* ability, as well as any similar supernatural ability (at the DM's discretion) that uses sheer mental force to stun or disable an opponent.

TUNNELFIGHTER [GENERAL]

You can fight more naturally in the cramped and close quarters of caves and tunnels than usual.

Prerequisites: Dex 13 or Tunnelrunner.

Benefit: You ignore the penalty for hampered melee when fighting in a narrow space (an area smaller than but at least one-half of your space) or a low space (an area shorter than but at least one-half of your height) with light or one-handed melee weapons.

Furthermore, you take only a -4 circumstance penalty when using a two-handed weapon in such conditions.

In a space both narrow and low, you function as if only one of those conditions applied (see Chapter 7: Exploring the Underdark for rules on fighting and moving in cramped spaces).

In addition, when fighting in cramped quarters, you do not lose your Dexterity bonus to Armor Class.

Normal: In a narrow or low space, a creature without this feat takes a -2 circumstance penalty on attack rolls with light weapons and a -4 circumstance penalty on attack rolls with one-handed weapons.

It cannot use two-handed weapons at all.

Such a creature also loses its Dexterity bonus to Armor Class.

In a space that is both narrow and low, the penalties are doubled.

TUNNELRUNNER [GENERAL]

You can move naturally in the cramped quarters of caves and tunnels.

Prerequisite: Chitine or grimlock.

Benefit: You ignore the speed reduction for hampered movement when moving in a narrow space (an area smaller than but at least one-half of your space) or a low space (an area shorter than but at least one-half of your height).

You also retain your Dexterity bonus to your Armor Class. If the space is both narrow and low, you function as if only one of those conditions applied.

Normal: In a narrow or low space, a creature without this feat is reduced to one-half normal speed and loses its Dexterity bonus to Armor Class.

In a space that is both narrow and low, speed is reduced to one-quarter normal.

WISDOM BREEDS CAUTION [GENERAL]

Not getting into a dangerous situation is generally the wisest course, but if danger is unavoidable, you're prepared. You rely more on caution and forethought than you do on physical prowess.

Prerequisite: Slyth or svirfneblin.

Benefit: At 1st level, you may use your Wisdom modifier instead of your Constitution modifier to determine bonus hit points.

At each level thereafter, you use your Constitution modifier normally to determine bonus hit points, but you also gain +1 hit point for every point of permanent Wisdom you gain.

Normal: Your Constitution modifier determines your bonus hit points at every character level.

Special: You may take this feat only as a 1st-level character.

UNEARTHED ARCANA (3.5)

ITEM CREATION FEATS

TABLE 3-6: CRAFT POINTS GAINED BY LEVEL

Character Level	Craft Points Gained	Total Craft Points ¹
1st	100	100
2nd	200	300
3rd	300	600
4th	400	1,000
5th	500	1,500
6th	600	2,100
7th	700	2,800
8th	800	3,600
9th	900	4,500
10th	1,000	5,500
11th	1,100	6,600
12th	1,200	7,800
13th	1,300	9,100
14th	1,400	10,500
15th	1,500	12,000
16th	1,600	13,600
17th	1,700	15,300
18th	1,800	17,100
19th	1,900	19,000
20th	2,000	21,000

¹ Subtract any craft points already spent from this total, and add any craft points gained from feats.

TABLE 3-7: ITEM CREATION FEATS

Feat	Prerequisites	Craft Points Gained
Brew Potion	Caster level 3rd	1,500
Craft Alchemical Item	Craft (alchemy) 4 ranks	100
Craft Magic Arms and Armor	Caster level 5th	2,500
Craft Masterwork Armor	Craft (armorsmith) 6 ranks	100
Craft Masterwork Ranged Weapon	Craft (bowyer) 6 ranks	100
Craft Masterwork Weapon	Craft (weaponsmith) 6 ranks	100
Craft Rod	Caster level 9th	4,500
Craft Staff	Caster level 12th	6,000
Craft Wand	Caster level 5th	2,500
Craft Wondrous Item	Caster level 3rd	1,500
Forge Ring	Caster level 12th	6,000
Scribe Scroll	Caster level 1st	500
Talented Crafter	Any other item creation feat	500

CRAFT ALCHEMICAL ITEM [ITEM CREATION]

You are capable of creating alchemical items and substances.

Prerequisite: Craft (alchemy) 4 ranks.

Benefit: You gain 100 craft points.

You may use craft points to create alchemical items or substances, such as acid or tanglefoot bags.

You may spend your craft points to create alchemical items or substances at a rate of 1 craft point per 10 gp of market value of the finished item (minimum 1), even without spending the requisite creation time at work on the item.

Special: If you take the requisite creation time at work on the item, you spend only 1 craft point per 50 gp of market value of the finished item (minimum 1).

This feat replaces the requirement of being a spellcaster in order to craft alchemical items as listed in the Craft skill in the *Player's Handbook*.

Normal: Characters without this feat cannot craft alchemical items.

CRAFT MASTERWORK ARMOR [ITEM CREATION]

You are trained in the creation of fine armor and shields.

Prerequisite: Craft (armorsmithing) 6 ranks.

Benefit: You gain 100 craft points.

You may use craft points to create masterwork armor or shields.

You may spend your craft points to build masterwork armor or shields at a rate of 1 craft point per 10 gp of market value of the finished item (minimum 1), even without spending the requisite creation time at work on the item.

Special: If you take the requisite creation time at work on the item, you spend only 1 craft point per 50 gp of market value of the finished item (minimum 1).

Normal: Characters without this feat can only craft nonmasterwork armor or shields.

CRAFT MASTERWORK RANGED WEAPON [ITEM CREATION]

You are trained in the creation of fine ranged weapons and ammunition, such as bows, crossbows, and arrows.

Prerequisite: Craft (bowmaking) 6 ranks.

Benefit: You gain 100 craft points.

You may use craft points to create a masterwork ranged weapon or masterwork ammunition.

You may spend your craft points to build ranged weapons or ammunition at a rate of 1 craft point per 10 gp of market value of the finished item, even without taking the requisite creation time at work on the item.

Normal: Characters without this feat can only craft nonmasterwork ranged weapons.

CRAFT MASTERWORK WEAPON [ITEM CREATION]

You are trained in the creation of fine melee and thrown weapons, such as swords, maces, daggers, and shortspears.

Prerequisite: Craft (weaponsmithing) 6 ranks.

Benefit: You gain 100 craft points.

You may use craft points to create a masterwork melee or thrown weapon.

You may spend your craft points to build masterwork melee or thrown weapons at a rate of 1 craft point per 10 gp of market value of the finished item, even without taking the requisite creation time at work on the item.

Normal: Characters without this feat can only craft nonmasterwork melee or thrown weapons.

TALENTED CRAFTER [GENERAL]

You have an extraordinary talent for item creation.

Prerequisite: Any item creation feat.

Benefits: You gain 500 craft points, which may be used to craft items of any kind.

Special: You may select this feat multiple times.

Each time you select it, you gain an additional 500 craft points.

A wizard may select this feat as one of her bonus feats gained at every fifth level.

REPUTATION BASED FEATS

TABLE 6-2: REPUTATION SCORES

Level	A ¹	B ²	C ³	D ⁴
1st	+0	+0	+0	+1
2nd	+0	+0	+0	+1
3rd	+0	+0	+1	+1
4th	+0	+1	+1	+1
5th	+1	+1	+1	+2
6th	+1	+1	+1	+2
7th	+1	+1	+2	+2
8th	+1	+2	+2	+2
9th	+2	+2	+2	+3
10th	+2	+2	+2	+3
11th	+2	+2	+3	+3
12th	+2	+3	+3	+3
13th	+3	+3	+3	+4
14th	+3	+3	+3	+4
15th	+3	+3	+4	+4
16th	+3	+4	+4	+4
17th	+4	+4	+4	+5
18th	+4	+4	+4	+5
19th	+4	+4	+5	+5
20th	+4	+5	+5	+5

1 Use column A for commoner levels.

2 Use column B for barbarian, druid, monk, ranger, rogue, and warrior levels.

3 Use column C for cleric, fighter, sorcerer, wizard, adept, and expert levels.

4 Use column D for bard, paladin, and aristocrat levels.

LOW PROFILE (GENERAL) []

You are less famous than others of your class and level, or you wish to maintain a less visible presence than others of your station.

Benefit: Reduce your reputation bonus by 3 points.

Special: You can't select both the Low Profile feat and the Renown feat.

You're either famous or you're not.

RENOWN (GENERAL) []

You have a better chance of being recognized.

Benefit: Increase your reputation bonus by 3 points.

SPELLTOUCHED FEATS

ACCURATE JAUNT [SPELLTOUCHED]

You have an instinctive sense of interplanar travel.

Prerequisite: Exposure to *greater teleport*, *plane shift*, *teleport*, or *shadow walk* spell.

Benefit: When you use *teleport*, you can roll the targeting roll twice, taking whichever result you prefer. When you use *plane shift* or *shadow walk*, you likewise make the roll to determine your destination twice, choosing the better (usually lower) result.

BLADEPROOF SKIN [SPELLTOUCHED]

Your skin has a degree of protection from even the sharpest edge.

Prerequisite: Exposure to *stoneskin* or *iron body* spell.

Benefit: You gain damage reduction 3/bludgeoning. Your skin imposes an armor check penalty of -2 (which stacks with the armor check penalty from armor and shield).

BREADTH OF KNOWLEDGE [SPELLTOUCHED]

Your time spent plumbing the depths of magic knowledge has resulted in a treasure trove of obscure facts.

Prerequisite: Exposure to *legend lore* or *vision* spell.

Benefit: All Knowledge checks you make are treated as trained checks, even if you don't have any ranks in the specific skill.

If you have at least one rank in the specific Knowledge skill in question, you gain a +1 bonus on the check.

CONDUCTIVITY [SPELLTOUCHED]

You have crude control over electricity effects near you.

Prerequisite: Exposure to *call lightning*, *lightning bolt*, or *chain lightning* spell.

Benefit: Whenever you take damage from an electricity effect, you may send a line of electricity arcing from your body at any single target within 30 feet.

This bolt deals half the damage you just took; a Reflex save (DC 16 + your Cha modifier) halves this damage.

CONTROLLED IMMOLATION [SPELLTOUCHED]

If you catch on fire, the flames don't hurt you.

Prerequisite: Exposure to *fireball* or *delayed blast fireball* spell.

Benefit: If you catch on fire (as described on page 303 of the *Dungeon Master's Guide*), you take no damage from the flames.

A creature striking you with its body or a handheld weapon takes 1d6 points of fire damage.

The fire persists on your body for 1d4 rounds.

This feat doesn't protect you from other sources of fire damage, whether magical or not, only from the effects of catching on fire.

It also doesn't protect your equipment from the effects of fire.

EYES TO THE SKY [SPELLTOUCHED]

You have an instinctive sense of when someone is magically watching you.

Prerequisite: Exposure to *scrying* or *greater scrying* spell.

Benefit: You automatically spot the magical sensor created by a spell of the scrying subtype (*arcane eye*, *clairaudience/clairvoyance*, *greater scrying*, or *scrying*) if it's within 40 feet of you.

FALSE PRETENSES [SPELLTOUCHED]

Those who try to charm you get an unpleasant surprise.

Prerequisite: Exposure to *charm* or *dominate* spell.

Benefit: When you succeed on a save against a charm or compulsion effect, the character trying to charm or compel you believes that you failed your save.

You can play along voluntarily if you wish to.

If the charm or compulsion involves telepathic commands, you continue to receive them, although you aren't obligated to follow them.

INELUCTABLE ECHO [SPELLTOUCHED]

Those who use words of power around you hear the sound of their own voices.

Prerequisite: Exposure to *wail of the banshee* or any power word spell.

Benefit: When you are targeted by a power word spell, whoever speaks the power word is also affected by it (as if he had cast it on himself).

Likewise, when you're within the area of a *wail of the banshee* spell, the caster of the spell also hears the wail and must succeed on a Fortitude save (using his own save DC) or die. Possessing the Ineluctable Echo feat doesn't protect you against power word or *wail of the banshee* spells. You experience their effects normally.

LIFE LEECH [SPELLTOUCHED]

You automatically try to steal the last bit of life energy from anyone nearby.

Prerequisite: Exposure to death touch domain granted power or *death knell* spell.

Benefit: Each dying or stable creature within 30 feet of you (that is, any creature with -1 to -9 hit points) loses an additional 1 hit point at the beginning of your turn. You gain the same amount as temporary hit points that last for 10 minutes.

You can't suppress this effect, which functions on both friend and foe.

LIVE MY NIGHTMARE [SPELLTOUCHED]

Those who magically pry into your mind become privy to your most frightening dreams.

Prerequisite: Exposure to *phantasmal killer* spell.

Benefit: Whenever someone successfully targets you with a divination spell or effect, you can send that caster a nightmarish vision.

This vision functions as a *phantasmal killer* spell, except that the form comes from your dreams, not the other creature's dreams.

The other creature must succeed on a Will save (DC 14 + your Cha modifier) to disbelieve the nightmare and a Fortitude save (DC 14 + your Cha modifier) to avoid dying from fear.

MOMENTARY ALTERATION [SPELLTOUCHED]

You can briefly transform yourself into a second form, acquiring its physical qualities.

Prerequisite: Exposure to *alter self* spell.

Benefit: Choose one specific form that you've turned yourself into with the *alter self* spell.

Once per day, you can use *alter self* as a spell-like ability to turn yourself into this form for 1 minute.

Special: You can gain Momentary Alteration multiple times.

Each time you take the feat, you can either extend the duration of an already chosen alternate form by 1 minute or choose another specific form from among those you've experienced after casting *alter self* on yourself.

NATURALIZED DENIZEN [SPELLTOUCHED]

You are unusually anchored to your location.

Prerequisite: Exposure to *dimensional anchor* spell.

Benefit: You are never treated as an extraplanar creature (and you lose the extraplanar subtype).

Thus, you can't be affected by a *banishment* or *dismissal* spell or similar effects that send extraplanar creatures back to their home planes.

OMNISCIENT WHISPERS [SPELLTOUCHED]

A constant, barely audible muttering echoes in your ears, usually beyond your comprehension.

But if you focus all your energy on listening, you sometimes catch a sentence or two that bears directly on your current situation.

Prerequisite: Exposure to *commune* or *contact other plane* spell.

Benefit: Once per week, you can tune into the voices you hear, getting the answer to a question much as if you had asked it with a *commune* spell.

Using this feat renders you exhausted.

PHOTOSYNTHETIC SKIN [SPELLTOUCHED]

Your skin toughens when it draws energy from the sun.

Prerequisite: Exposure to *barkskin* spell.

Benefit: Whenever you're outside during the day, you gain a +2 enhancement bonus to your natural armor (characters who don't have natural armor ordinarily have a natural armor bonus of +0).

POLAR CHILL [SPELLTOUCHED]

You can call forth the cold of the arctic regions, making movement and fighting difficult for the unprepared.

Prerequisite: Exposure to *cone of cold* or *ice storm* spell.

Benefit: Once per day, you can make the ground icy in a 20-foot-radius spread around you.

Each square in that area becomes covered with ice, so it takes two squares of movement to enter each square, and the DC of Balance and Tumble checks there increases by 5. A DC 10 Balance check is required to run or charge across the ice.

The ice remains for 1 minute or until exposed to fire.

You can't use this feat if you aren't touching the ground, and it doesn't work if the air temperature is above 100 degrees.

RESIDUAL REBOUND [SPELLTOUCHED]

Sometimes spells cast at you rebound on the caster instead.

Prerequisite: Exposure to *spell resistance* or *spell turning* spell.

Benefit: If you roll a natural 20 on a save against a targeted spell, it turns back on the caster as if affected by a *spell turning* spell.

Unlike *spell turning*, however, the Residual Rebound feat potentially functions against touch range spells as well.

Residual Rebound only works on targeted spells that allow a saving throw, so a *fireball* won't rebound, nor will a power word *stun*.

STENCH OF THE DEAD [SPELLTOUCHED]

The odor of decay hangs heavy on you, causing others to gasp and retch.

Prerequisite: Exposure to *ghoul touch* or *vampiric touch* spell.

Benefit: You exude a carrion stench that causes any creature adjacent to you to make a Fortitude save (DC 12 + your Cha modifier) or become sickened as long as it remains adjacent to you and for 1d4 rounds thereafter. You can't suppress the stench voluntarily.

WEAPON GROUP FEATS

Class	Weapon Group Proficiencies at 1st Level
Barbarian	Basic weapons, plus any other three
Bard	Basic weapons, plus any other two
Cleric	Basic weapons, plus any other two
Druid	Basic weapons, plus either druid weapons or spears
Fighter ¹	Basic weapons, plus any other four
Monk	Basic weapons, plus any other one
Paladin	Basic weapons, plus any other three
Ranger	Basic weapons, plus any other three
Rogue	Basic weapons, plus any other two
Sorcerer	Basic weapons, plus either spears or crossbows
Wizard	Basic weapons or crossbows

¹ Add Weapon Group (any) to the fighter's list of bonus feats.

WEAPON GROUP (AXES) []

You understand how to use axes and axe-like weapons.

Benefit: You make attack rolls with the following weapons normally: handaxe, battleaxe, greataxe, and dwarven waraxe (two-handed use).

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (BASIC WEAPONS) []

You understand how to use a few basic weapons.

Benefit: You make attack rolls with the following weapons normally: club, dagger, and quarterstaff.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (BOWS) []

You understand how to use bows.

Benefit: You make attack rolls with the following weapons normally: shortbow, longbow, composite shortbow, and composite longbow.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (CLAW WEAPONS) []

You understand how to use weapons strapped to the hands.

Benefit: You make attack rolls with the following weapons normally: punching dagger, spiked gauntlet.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (CROSSBOWS) []

You understand how to use crossbows.

Benefit: You make attack rolls with the following weapons normally: heavy crossbow, light crossbow, repeating heavy crossbow, and repeating light crossbow.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (DRUID WEAPONS) []

You understand how to use weapons favored by druids.

Benefit: You make attack rolls with the following weapons normally: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (EXOTIC DOUBLE WEAPONS) []

You understand how to use the exotic double weapons associated with the weapon groups that you have mastered.

Prerequisite: Base attack bonus +1.

Benefit: Whenever you take a Weapon Group proficiency feat, you also gain proficiency in the exotic double weapons associated with that group.

When you take this feat, you gain proficiency in the exotic double weapons associated with the weapon groups that you already know how to use.

Some exotic double weapons require you to be proficient with two weapon groups to gain proficiency in their use from this feat.

Axes: orc double axe, dwarven urgrosh (must also have Weapon Group [spears and lances]).

Flails and Chains: dire flail, gyrspikeA (must also have Weapon Group [heavy blades]).

Heavy Blades: double scimitarA, gyrspikeA (must also have Weapon Group [flails and chains]), two-bladed sword.

Maces and Clubs: double maceA.

Picks and Hammers: double hammerW, gnome hooked hammer.

Spears and Lances: dwarven urgrosh (must also have Weapon Group [axes]).

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: If you include exotic double weapons from sources other than the *Player's Handbook*, the DM should assign those weapons to a weapon group as appropriate for the campaign.

The lists above includes weapons featured in the *Arms and Equipment Guide* (marked A) and *Complete Warrior* (marked W).

WEAPON GROUP (EXOTIC WEAPONS) []

You understand how to use the exotic weapons associated with the weapon groups that you have mastered.

Prerequisite: Base attack bonus +1.

Benefit: When you take this feat, you gain proficiency in the exotic weapons associated with the weapon groups that you already know how to use.

Whenever you take a Weapon Group proficiency feat, you also gain proficiency in the exotic weapons (but not the exotic double weapons) associated with that group.

Axes: dwarven waraxe (one-handed use).

Bows: elven double bowA, greatbowW, composite greatbowW.

Claw Weapons: bladed gauntletA, claw bracerA, panther clawA, stump knifeA, tiger clawsA, ward cestusA.

Clubs and Maces: warmaceW (one-handed use), tonfaA.

Crossbows: great crossbowA, hand crossbow.

Druid Weapons: greatspearW.

Flails and Chains: chain-and-daggerA, scourge, spiked chain, three-section staffA, whip, whip-daggerA.

Heavy Blades: bastard sword (one-handed use), khopeshA, mercurial longswordA, mercurial greatswordA.

Light Blades: kukri, saparaA, triple daggerA, war fanA.

Monk Weapons: butterfly swordA, tonfaA.

Picks and Hammers: dire pickW, gnome battlepickA, maulA (one-handed use).

Polearms: heavy poleaxeW.

Slings and Thrown Weapons: bolas, chakramA, gnome calculusA, halfling skiprockA, orc shotputA, shuriken, throwing ironA.

Spears and Lances: duomA, greatspearW, harpoonA, mantiA, spinning javelinA.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: If you include exotic weapons from sources other than the *Player's Handbook*, the DM should feel free to assign those weapons to a weapon group as appropriate for the campaign.

The list above includes weapons featured in the *Arms and Equipment Guide* (marked A) and *Complete Warrior* (marked W).

WEAPON GROUP (FLAILS AND CHAINS) []

You understand how to use flails and chain weapons.

Benefit: You make attack rolls with the following weapons normally: light flail and heavy flail.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (HEAVY BLADES) []

You understand how to use large bladed weapons.

Benefit: You make attack rolls with the following weapons normally: longsword, greatsword, falchion, scimitar, and bastard sword (two-handed use).

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (LIGHT BLADES) []

You understand how to use light bladed weapons.

Benefit: You make attack rolls with the following weapons normally: dagger, punching dagger, rapier, and short sword.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (MACES AND CLUBS) []

You understand how to use maces and clubs.

Benefit: You make attack rolls with the following weapons normally: club, light mace, heavy mace, greatclub, quarterstaff, sap, and warmace (two-handed use).

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: If you use the *Arms and Equipment Guide*, this weapon group also includes the maul.

WEAPON GROUP (MONK WEAPONS) []

You understand how to use weapons normally favored by monks.

Prerequisite: Improved Unarmed Strike.

Benefit: You make attack rolls with the following weapons normally: kama, nunchaku, quarterstaff, sai, shuriken, and siangham.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (PICKS AND HAMMERS) []

You understand how to use picks and hammers.

Benefit: You make attack rolls with the following weapons normally: light pick, heavy pick, light hammer, warhammer, scythe, and maul (two handed use).

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: If you use the *Arms and Equipment Guide*, this weapon group also includes the lucerne hammer.

WEAPON GROUP (POLEARMS) []

You understand how to use polearms.

Benefit: You make attack rolls with the following weapons normally: glaive, guisarme, halberd, and ranseur.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (SLINGS AND THROWN WEAPONS) []

You understand how to use slings and handheld thrown weapons.

Benefit: You make attack rolls with the following weapons normally: dart and sling.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

WEAPON GROUP (SPEARS AND LANCES) []

You understand how to use spears and javelins.

Benefit: You make attack rolls with the following weapons normally: javelin, lance, longspear, shortspear, and trident.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

SIDEBAR FEATS

ADDITIONAL FAVORED CLASS [GENERAL]

You are more adept at combining different talents than most members of your race.

Benefit: Choose a character class, such as ranger. The chosen class is treated as a favored class for the purpose of determining whether your character takes an experience point penalty for multiclassing.

Normal: Without this feat, if any class other than your race's favored class is two or more levels lower than your highest-level class, you take a -20% penalty to XP earned for each class that is not within one level of your highest-level class.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new class.

COMBAT AWARENESS [GENERAL]

You are so perceptive that you practically have eyes in the back of your head.

Benefit: You take no –5 penalty on Spot checks to notice things in or beyond your flank areas.

The penalty to notice things in or beyond your rear area is –5.

Normal: The penalty on Spot checks in or beyond your flank areas is 5; on Spot checks in or beyond your rear area, it's –10.

Special: A fighter may select Combat Awareness as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

ITEM FAMILIAR [GENERAL]

Choose a permanent magic item that you possess.

You establish a link to that magic item, and the item improves in capability as you gain levels.

Prerequisite: A character must be at least 3rd level to take this feat.

Benefit: By establishing a link to a particular item, you enable that item to gain power as you gain levels. The exact nature of the item and the powers are described in the following text.

Special: If you ever lose the chosen item (have it removed from your possession for a continuous period of more than one day per level) or if the item is destroyed, you automatically lose 200 XP per level as well as all benefits derived from possessing the linked item (plus any resources you put into the item).

If you recover the item, you regain these XP.

You may replace a lost or destroyed item familiar after you have advanced one level, as if you were gaining an item familiar for the first time.

SKILL KNOWLEDGE [GENERAL]

You gain access to new knowledge and abilities.

Benefit: Choose any two skills from one of your current classes' skill lists.

You now know these skills as class skills.

Special: Instead of choosing two class skills, you may choose one cross-class skill (whether you already know it or not) and learn it, treating it as a class skill from that point forward.

URBAN TRACKING [GENERAL]

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check.

You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions: If you fail a Gather Information check, you can retry after 1 hour of questioning.

The DM should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

Community Size ¹	DC	Checks Required
Thorp, hamlet, or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	2d4+2

¹ See page 137 of the *Dungeon Master's Guide*.

Conditions	DC Modifier
Every three creatures in the group being sought	–1
Every 24 hours party has been missing/sought	+1
Tracked party "lies low"	+5
Tracked party matches community's primary racial demographic ¹	+2
Tracked party does not match community's primary or secondary racial demographic ¹	–2

¹ See Racial Demographics, page 139 of the *Dungeon Master's Guide*.

You can cut the time between Gather Information checks in half (to 30 minutes per check rather than 1 hour), but you take a –5 penalty on the check.

WEAPONS OF LEGACY (3.5)

LEGACY FEATS

CHANNEL LEGACY [LEGACY]

You can call upon the hidden strength within your legacy item to empower yourself for a single spectacular effort.

Prerequisites: Least Legacy, legacy ability with a daily use limit.

Benefit: Choose one of your item's available legacy abilities with a daily use limit.

As an immediate action (see the sidebar on page 15), you can expend all the daily uses of that ability to grant yourself a bonus on all attack rolls, saves, and checks.

This bonus lasts until the start of your next turn and depends on the power of the legacy ability, as shown in the following table.

Legacy Ability Expended	Bonus
Least	+2
Lesser	+4
Greater	+6

All daily uses of the legacy ability are expended without their normal effect.

You choose the ability when you use this feat.

Special: You cannot use this feat to expend any legacy ability that does not have its full daily complement of uses remaining.

For example, if a legacy ability is usable three times per day, all three daily uses must be available to use this feat.

CURATIVE LEGACY [LEGACY]

Your item's legacy ability is so linked with your aura that it restores your health each time it is activated.

Prerequisites: Least Legacy, legacy ability with a daily use limit, ability to cast *cure light wounds*.

Benefit: When you select this feat, choose one of your item's available legacy abilities with a daily use limit.

Each time you activate the chosen ability, you regain hit points as though a *cure* spell were cast on you.

You cannot gain more hit points than your full normal total.

The amount of damage healed depends on the power of the ability, as shown in the following table.

Legacy Ability Activated	Hit Points Restored
Least	5
Lesser	10
Greater	25

Special: You can gain Curative Legacy multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new legacy ability.

EMPOWER LEGACY [LEGACY]

You can use one of your item's legacy abilities to greater effect.

Prerequisites: Least Legacy, spell-like or command-activated legacy ability.

Benefit: When you select this feat, choose one available spell-like legacy ability of a specific item, or one whose effect is triggered by a command word.

Three times per day, you can choose to increase by one-half all variable, numeric effects of that ability (as the Empower Spell feat).

Special: You can gain Empower Legacy multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new legacy ability.

GREATER LEGACY [LEGACY]

You awaken the most powerful abilities of a specific item of legacy.

Prerequisites: Least Legacy, Lesser Legacy, character level 17th, learn and perform the associated greater legacy ritual of the chosen item.

Benefit: Choose one item of legacy (or candidate item, if you are founding a legacy).

If you meet the other prerequisites for wielding that item, you can use any of the item's greater legacy abilities that are available to a character of your level.

LEAST LEGACY [LEGACY]

You awaken the basic abilities of a specific item of legacy.

Prerequisites: Character level 5th, learn and perform the associated least legacy ritual of the chosen item.

Benefit: Choose one item of legacy (or candidate item, if founding a legacy).

If you meet the other prerequisites for wielding that item, you can use any of the item's least legacy abilities that are available to a character of your level.

LEGACY FOCUS [LEGACY]

Your item's legacy abilities are more potent than normal.

Prerequisite: Least Legacy.

Benefit: Add +1 to the Difficulty Class for all saving throws against your legacy item's abilities.

LESSER LEGACY [LEGACY]

You awaken more powerful abilities of a specific item of legacy.

Prerequisites: Least Legacy, character level 11th, learn and perform the associated lesser legacy ritual of the chosen item.

Benefit: Choose one item of legacy (or candidate item, if founding a legacy).

If you meet the other prerequisites for wielding that item, you can use any of the item's lesser legacy abilities that are available to a character of your level.

MASTER LEGACY [LEGACY]

You temporarily gain access to legacy abilities beyond your normal reach.

Prerequisites: Channel Legacy, Least Legacy, Use Magic Device 4 ranks.

Benefit: Once per day as a free action, you can treat your character level as if it were one higher for determining which legacy abilities you can use.

You do not pay any new personal costs associated with the increased level, but you cannot access any abilities for which you have not met the prerequisites.

For example, a 10th-level character gains no benefit from this feat, since she has not yet gained the Lesser Legacy feat required to use legacy abilities of 11th level or higher.

This effect lasts for 1 hour or until you activate a legacy ability with a daily use limit, whichever comes first.

QUICKEN LEGACY [LEGACY]

You can activate one of your item's legacy abilities with a moment's thought.

Prerequisites: Least Legacy, spell-like or command-activated legacy ability.

Benefit: When you select this feat, choose one available spell-like legacy ability of a specific item, or one whose effect is triggered by a command word.

Three times per day, you can trigger that power as a swift action, as the Quicken Spell feat (see the definition of swift actions in the sidebar below).

Special: You can gain Quicken Legacy multiple times. Its effects do not stack.

Each time you take the feat, it applies to a new legacy ability.

TRANSFER LEGACY [LEGACY]

You can temporarily transfer one of your legacy item's abilities to another magic item.

Prerequisites: Least Legacy, legacy ability with a daily use limit.

Benefit: Choose one of your item's available legacy abilities with a daily use limit. Once per day, you can transfer that ability from your legacy item to another magic item.

This transfer requires you to touch the legacy item to the recipient magic item (a standard action).

For the next 24 hours, you cannot activate the transferred ability.

However, the wielder of the recipient magic item can activate the transferred ability as the legacy item's wielder, for as many uses as remain in the day.

The recipient wielder need not meet any prerequisites for activating or using the donor legacy item.

Special: You cannot transfer a legacy ability that does not have at least one daily use remaining.

You choose the ability when you use this feat.

If you have the Lesser Legacy feat, you can use this ability two times per day.

If you have the Greater Legacy feat, you can use this ability three times per day.

Each time you do so, you must choose a different ability.

SIDEBAR FEATS

EPIC LEGACY [EPIC, LEGACY]

You unlock an epic ability of a specific item of legacy.

Prerequisites: Character level 21st, Least Legacy, Lesser Legacy, Greater Legacy, design (or learn) and perform the epic ritual associated with the chosen item.

Benefit: Choose one legacy item.

You can make use of its epic legacy ability available to your character level.

Special: You can gain this feat multiple times.

Each time you take the feat, you must perform the associated epic ritual.

The ritual can be completed up to 30 days before or after you choose the feat.

Unlike nonepic legacy feats, Epic Legacy is not granted as a bonus feat on completion of an epic legacy ritual.

It must be selected like any other feat.

MONKEY GRIP []

You are able to use a larger weapon than other people your size.

Prerequisite: Base attack bonus +1.

Benefit: You can use melee weapons one size category larger than you are with a -2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change.

For instance, a Large longsword (a one-handed weapon for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat.

For a Medium creature that has this feat, it is still considered a one-handed weapon.

You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands.

You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

Normal: You can use a melee weapon one size category larger than you are with a -2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed weapon, and you cannot use a larger two-handed weapon at all.

ZEN ARCHERY [GENERAL]

Your intuition guides your hand when you use a ranged weapon.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: You can use your Wisdom modifier instead of your Dexterity modifier when making a ranged attack roll.

MARTIAL ART STYLE MASTERY ABILITIES

ORIENTAL ADVENTURES (3.0)

EMPTY HAND MASTERY []

You have mastered the martial arts style of “Empty Hand”—a hard form emphasizing strikes with the hand.

Prerequisites: Improved Unarmed Strike, Power Attack, Fists of Iron, Sunder, Eagle Claw Attack, Ki Shout, 4 or more ranks in Bluff.

Benefit: Your unarmed damage increases by one die type, as if you were one size category larger than you are.

Old Damage (each)	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8 or 1d10	2d6
1d12	2d8
1d20	4d6

MIGHTY WORKS MASTERY I []

You have mastered the initial secrets of the “Mighty Works” martial arts style—a hard/soft form emphasizing locks and hand strikes.

Prerequisites: Improved Unarmed Strike, Improved Grapple, Stunning Fist (or monk’s stunning attack), Choke Hold, Fists of Iron, Deflect Arrows.

Benefit: When you make an attack or full attack action using an unarmed strike, you gain a +2 dodge bonus to your AC for that round.

MIGHTY WORKS MASTERY II []

You have mastered the deeper secrets of the “Mighty Works” martial arts style.

Prerequisites: Mighty Works Mastery I, Improved Trip, Earth’s Embrace, Ki Shout, Iron Will.

Benefit: When you make a stunning attack, you may choose to inflict 1d4 points of temporary Strength damage instead of stunning your target.

FOOT AND FIST MASTERY []

You have mastered the martial arts style of “Foot and Fist”—a hard form emphasizing strikes with the hands and feet.

Prerequisites: Improved Unarmed Strike, Power Attack, Roundabout Kick, Flying Kick, Fists of Iron, Deflect Arrows, 5 or more ranks in Jump and Tumble.

Benefit: You gain a +10 competence bonus on Balance, Jump, and Tumble checks.

THE GENTLE WAY MASTERY []

You have mastered the martial arts style of “The Gentle Way”—a soft form emphasizing throws and movement.

Prerequisites: Improved Unarmed Strike, Dodge, Improved Trip, Defensive Throw, Combat Reflexes, Great Throw, 6 or more ranks in Tumble.

Benefits: Once per day, you can make yourself unmovable.

You automatically win an opposed Strength check when an opponent attempts to bull rush you.

A creature with the improved grab ability must move into your space to grapple you, since it cannot pull you into its space.

No spell or other effect can force you to move.

If you become frightened or panicked, you suffer the full effect of the fear but do not run away.

You cannot move, even to make a 5-foot step, while this ability is in effect.

This ability lasts for 1 round per level, but you can end it at any time.

MEDITATION OF WAR MASTERY []

You have mastered the martial arts style of “Meditation of War”—a hard/soft form emphasizing weapon use and strikes to pressure points.

Prerequisites: Improved Unarmed Strike, Stunning Fist (or monk’s stunning attack ability), Fists of Iron, Freezing the Lifeblood, Falling Star Strike, 6 or more ranks in Jump and Tumble.

Benefits: The saving throw DC of your stunning attack and other pressure-point attacks is increased by 2.

You also gain Weapon Focus as a bonus feat; you must already have proficiency with the weapon and you must select one of the following weapons for the feat to apply to: bastard sword, dagger, shortsword, spear, quarterstaff, or heavy mace.

TOME OF MAGIC (3.5)

WORD GIVEN FORM MASTERY []

You have mastered the martial arts style of “Word Given Form”.

Prerequisites: Truespeak 12 ranks, Tumble 12 ranks, Combat Expertise, Dodge, Improved Unarmed Strike, Mobility, Spring Attack.

Benefit: When using the Dodge feat against an opponent, in addition to the +1 dodge bonus to AC, you also gain total concealment (50% miss chance) from that opponent as your form blurs and shifts.

SALIENT DIVINE ABILITIES

BEHIND THE CURTAIN: DIVINE ABILITIES AND EPIC FEATS

Salient divine abilities let the deities do things that mortal characters only wish they could do: Make a whirlwind attack against all creatures within reach (instead of just within 5 feet), use *wild shape* to change into a dinosaur, quicken a 9th-level spell, fire a hail of arrows at every creature around, and so on. These tasks are simply beyond the capacity of player characters . . . until they pass 20th level.

The *Epic Level Handbook* introduces more than one hundred epic feats that give mortal characters access to some of these abilities. Many salient divine abilities are identical with a combination of two or more epic feats. For example, Apollo's Divine Bard ability allows him to use his bardic music as a standard action, to affect creatures that are immune to mind-affecting effects, to double the effects of his bardic music, to affect a large number of allies at once, to create lingering inspiration effects, and to use countersong as a reaction. Orpheus, a mortal, can learn the epic feats Rapid Inspiration, Music of the Gods, Epic Inspiration, Group Inspiration, Lasting Inspiration, and Reactive Countersong as he advances his bard abilities far beyond 20th level, getting most of the same effects as the Divine Bard ability. However, the range of Orpheus's bardic music never extends as far as fifteen miles, while Apollo's does. Some abilities truly are beyond mortal capacity.

ALTER FORM []

The deity can make minor changes to its appearance and form.

This is an extraordinary ability.

Prerequisite: Alter Size salient divine ability.

Benefit: As a move-equivalent action, the deity can alter its form, including clothing and equipment.

The assumed form must be corporeal.

The deity's body can undergo a limited physical transmutation, including adding or subtracting one or two limbs.

If the form selected has wings, the deity can fly.

Likewise, the deity can swim if the form has fins, breathe water if the form has gills, and so on.

The deity can remain in the altered form indefinitely, but resumes its own form if slain.

Notes: The deity's attack bonus, Armor Class, and saves do not change.

The deity does not gain any of the assumed form's special abilities, attack forms, defenses, ability scores, or mannerisms.

The deity can change physical qualities (such as hair color, hair texture, skin color, and gender).

The deity can use this ability to create disguises, gaining a bonus of +10 on its Disguise checks.

DEITIES AND DEMIGODS (3.0)

If you have the *Epic Level Handbook*, you may want to alter the divine statistics in this book to make better use of the full epic rules. The deities in this book could benefit from some epic feats and other rules presented there, such as epic spells and epic magic items. While none of the deities in this book have class levels higher than 20th, there's no reason they couldn't, if you have access to the rules for advancing them.

One of the key difficulties with creating divine statistics is that, no matter what level the deities are, some characters in someone's campaign will always be higher level. The deities as presented in this book are virtually impossible challenges for characters of 20th level and lower, and (with an average of 60 Hit Dice) would prove tough challenges to the vast majority of epic-level characters. However, someone somewhere will run a campaign with characters up to 100th level, and they will find the deities as presented here reasonable challenges, maybe even easy. If your campaign reaches such epic heights, you might want to consider increasing the character levels of the deities to keep them ahead of the characters.

On the other hand, you might not want to. Perhaps your campaign is built around the idea that mortals can surpass the power of even the mightiest deities. But think the issue through carefully, and don't hold this book up as the ultimate truth of deity statistics. If the power level of the deities as presented in this book doesn't work for you, change it.

The deity can use its Alter Size ability simultaneously along with this one to become taller, shorter, thinner, or heavier.

Suggested Portfolio Elements: Nature, secrets, thieves.

ALTER REALITY []

The deity can change reality to suit itself.

Prerequisite: Cha 29.

Benefit: This ability is similar to the *wish* spell.

The deity merely thinks of something and then makes it so. Doing this requires at least a standard action.

Notes: The deity can duplicate any spell of 9th level or lower as a standard action.

The duplicated spell has no material or XP component, and the DC of its saving throw (if one is allowed) is 20 + the deity's rank + the deity's Charisma modifier.

The deity also can duplicate a spell with any metamagic feat (so long as the metamagic feat is available to characters of 20th level or lower).

This use of the ability requires the deity to rest for 1 round for each level that the feat would normally add to the spell.

It still takes a standard action to use this ability, so there is no point in using the ability to duplicate a quickened spell.

The deity can render a magical or supernatural effect permanent.

The rest requirement varies with the effect: 10 minutes per level of the effect times the number of subjects affected, 10 minutes per total Hit Dice of creatures affected, or 10 minutes per 10-foot cube affected. Use the highest applicable value.

The deity can create temporary, nonmagical objects. This works like the Create Object ability (including the required rest period), except that the items last one day per rank.

The deity also can create permanent nonmagical objects as if using the Create Object ability except that all rest requirements are doubled and there is no reduction in rest time for being on an Outer Plane or in the deity's own realm.

The deity can create temporary magic items or creatures. This works like the Divine Creation ability (including the required rest period), except that the items or creatures created last 1 hour per rank.

This ability cannot create permanent magic items or creatures.

The deity can reshape a landscape, creating any type of terrain the deity can imagine.

Each 10-foot cube of material to be reshaped requires 1 round of effort, and the deity must rest for one day per 10-foot cube shaped after the work is completed.

Suggested Portfolio Elements: Any.

ALTER SIZE []

The deity can change size.

Benefit: As a free action, the deity can assume any size from Fine to Colossal.

The deity also can change the size of up to 100 pounds of objects it touches.

If the deity has a familiar, personal mount, or personal intelligent weapon, the creature can change size with the deity if the deity touches it, but its weight counts against the deity's weight limit.

This is a supernatural ability.

Notes: This ability allows the deity to assume any proportions from the size of a grain of sand up to as much as 1,600 feet tall.

A radical change in size can have great impact on the deity's combat ability.

The deity's Strength, Armor Class, attack bonus, and damage dealt with weapons changes according to the size the deity assumes, as shown on the accompanying tables.

The deity's Strength score can never be reduced to less than 1 through this ability.

Also note that use of this divine ability does not affect all the deities' characteristics (such as Dexterity, Constitution, etc.).

Suggested Portfolio Elements: Any.

SIZE CATEGORIES IN THE D&D GAME

The following information is compiled from the *Player's Handbook* and *Monster Manual*.

TABLE 2-2: CREATURE SIZES

Size	AC/ Attack Modifier	Dimension*	Weight**	Example Creature	Natural Reach	Face
Fine	+8	6 in. or less	1/8 lb. or less	Fly	0	1/2 ft. by 1/2 ft.
Diminutive	+4	6 in.–1 ft.	1/8 lb.–1 lb.	Toad	0	1 ft. by 1 ft.
Tiny	+2	1 ft.–2 ft.	1 lb.–8 lb.	Cat	0	2 1/2 ft. by 2 1/2 ft.
Small	+1	2 ft.–4 ft.	8 lb.–60 lb.	Halfling	5 ft.	5 ft. by 5 ft.
Medium	0	4 ft.–8 ft.	60 lb.–500 lb.	Human	5 ft.	5 ft. by 5 ft.
Large	-1	8 ft.–16 ft.	500 lb.–4,000 lb.	Ogre (tall)	10 ft.	5 ft. by 5 ft.
				Horse (long)	5 ft.	5 ft. by 10 ft.
Huge	-2	16 ft.–32 ft.	4,000 lb.–32,000 lb.	Cloud giant (tall)	15 ft.	10 ft. by 10 ft.
				Bulette (long)	10 ft.	10 ft. by 20 ft.
				Retriever (long)	10 ft.	15 ft. by 15 ft.
Gargantuan (tall)	-4	32 ft.–64 ft.	32,000 lb.–250,000 lb.	50-ft animated statue (tall)	20 ft.	20 ft. by 20 ft.
Gargantuan (long)				Kraken (long)	10 ft.†	20 ft. by 40 ft.
Gargantuan (long)				Coiled-up purple worm (long)	15 ft.	30 ft. by 30 ft.
Colossal	-8	64 ft. or more	250,000 lb. or more	The tarrasque (tall)	25 ft.	40 ft. by 40 ft.
				Great red wyrm (long)	15 ft.	40 ft. by 80 ft.

*Biped's height, quadruped's body length (nose to base of tail).

**Assumes that the creature is roughly as dense as a regular animal. A creature made of stone weighs considerably more. A gaseous creature weighs much less.

†With its bite attack.

TABLE 2-3: ABILITIES BY ALTERED SIZE

Old Size	New Size								
	Fine	Diminutive	Tiny	Small	Medium-Size	Large	Huge	Gargantuan	Colossal
Fine	—	+0 Str	+2 Str	+6 Str	+10 Str	+18 Str	+26 Str	+34 Str	+42 Str
	—	-4 Atk/AC	-6 Atk/AC	-7 Atk/AC	-8 Atk/AC	-9 Atk/AC	-10 Atk/AC	-12 Atk/AC	-16 Atk/AC
Diminutive	+0 Str	—	+2 Str	+6 Str	+10 Str	+18 Str	+26 Str	+34 Str	+42 Str
	+4 Atk/AC	—	-2 Atk/AC	-3 Atk/AC	-4 Atk/AC	-5 Atk/AC	-6 Atk/AC	-8 Atk/AC	-12 Atk/AC
Tiny	-2 Str	-2 Str	—	+4 Str	+8 Str	+16 Str	+24 Str	+32 Str	+40 Str
	+6 Atk/AC	+2 Atk/AC	—	-1 Atk/AC	-2 Atk/AC	-3 Atk/AC	-4 Atk/AC	-6 Atk/AC	-10 Atk/AC
Small	-6 Str	-6 Str	-4 Str	—	+4 Str	+12 Str	+20 Str	+28 Str	+36 Str
	+7 Atk/AC	+3 Atk/AC	+1 Atk/AC	—	-1 Atk/AC	-2 Atk/AC	-3 Atk/AC	-5 Atk/AC	-9 Atk/AC
Medium	-10 Str	-10 Str	-8 Str	-4 Str	—	+8 Str	+16 Str	+24 Str	+32 Str
	+8 Atk/AC	+4 Atk/AC	+2 Atk/AC	+1 Atk/AC	—	-1 Atk/AC	-2 Atk/AC	-4 Atk/AC	-8 Atk/AC
Large	-18 Str	-18 Str	-16 Str	-12 Str	-8 Str	—	+8 Str	+16 Str	+24 Str
	+9 Atk/AC	+5 Atk/AC	+3 Atk/AC	+2 Atk/AC	+1 Atk/AC	—	-1 Atk/AC	-3 Atk/AC	-7 Atk/AC
Huge	-26 Str	-26 Str	-24 Str	-20 Str	-16 Str	-8 Str	—	+8 Str	+16 Str
	+10 Atk/AC	+6 Atk/AC	+4 Atk/AC	+3 Atk/AC	+2 Atk/AC	+1 Atk/AC	—	-2 Atk/AC	-6 Atk/AC
Gargantuan	-34 Str	-34 Str	-32 Str	-28 Str	-24 Str	-16 Str	-8 Str	—	+8 Str
	+12 Atk/AC	+8 Atk/AC	+6 Atk/AC	+5 Atk/AC	+4 Atk/AC	+3 Atk/AC	+2 Atk/AC	—	-4 Atk/AC
Colossal	-42 Str	-42 Str	-40 Str	-36 Str	-32 Str	-24 Str	-16 Str	-8 Str	—
	+16 Atk/AC	+12 Atk/AC	+10 Atk/AC	+9 Atk/AC	+8 Atk/AC	+7 Atk/AC	+6 Atk/AC	+4 Atk/AC	—

TABLE 2-4: WEAPON DAMAGE BY INCREASED SIZE

Base Damage*	Size Categories Increased							
	1	2	3	4	5	6	7	8
1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	4d8
1d3	1d4	1d6	1d8	2d6	2d8	4d6	4d8	8d6
1d4	1d6	1d8	2d6	2d8	4d6	4d8	8d6	8d8
1d6	1d8	2d6	2d8	4d6	4d8	8d6	8d8	16d6
1d8 or 1d10	2d6	2d8	4d6	4d8	8d6	8d8	16d6	16d8
1d12	2d8	4d6	4d8	8d6	8d8	16d6	16d8	32d6

*Convert each die in the damage rating. For example, an attack that deals 4d6 points of damage deals 4d8 points of damage if the deity's size increases by one category. The same attack deals 8d6 points of damage if the deity's size increases by two categories.

TABLE 2-5: WEAPON DAMAGE BY DECREASED SIZE

Base Damage*	Size Categories Decreased							
	1	2	3	4	5	6	7	8
1d2	1	—	—	—	—	—	—	—
1d3	1d2	1	—	—	—	—	—	—
1d4	1d3	1d2	1	—	—	—	—	—
1d6	1d4	1d3	1d2	1	—	—	—	—
1d8 or 1d10	1d6	1d4	1d3	1d2	1	—	—	—
1d12	1d8	1d6	1d4	1d3	1d2	1	—	—
2d6	1d6	1d4	1d3	1d2	1	—	—	—
4d6	2d6	1d6	1d4	1d3	1d2	1	—	—
8d6	4d6	2d6	1d6	1d4	1d3	1d2	1	—
16d6	8d6	4d6	2d6	1d6	1d4	1d3	1d2	1
32d6	16d6	8d6	4d6	2d6	1d6	1d4	1d3	1d2
2d8	2d6	1d6	1d4	1d3	1d2	1	—	—
4d8	4d6	2d6	1d6	1d4	1d3	1d2	1	—
8d8	8d6	4d6	2d6	1d6	1d4	1d3	1d2	1
16d8	16d6	8d6	4d6	2d6	1d6	1d4	1d3	1d2
32d8	32d6	16d6	8d6	4d6	2d6	1d6	1d4	1d3

ANNIHILATING STRIKE []

Any physical attack the deity makes can destroy a foe outright.

Prerequisites: Divine rank 11, base attack bonus +20, Str 25.

Benefit: When the deity strikes with a weapon or natural weapon, the opponent struck might be obliterated.

Creatures, attended objects, and magic items must make Fortitude saves (DC 20 + the deity's rank + the damage dealt) or be reduced to –10 hit points and killed outright. Unattended, nonmagical objects are obliterated.

The deity can destroy up to 1,000 cubic feet (a 10-foot cube) of nonliving matter per rank, so the ability destroys only part of any very large object or structure targeted.

Notes: Deities with a rank equal to or greater than the attacking deity are not subject to this ability.

This ability has no effect on objects or effects that are not subject to physical attacks, such as *walls of force*.

Suggested Portfolio Elements: Death, justice, vengeance, war.

ARCANE MASTERY []

The deity can prepare wizard spells without consulting a spellbook.

Prerequisites: Spellcaster level 1st, Int 29, Spell Mastery.

Benefit: The deity can prepare any wizard spell that it can cast without using a spellbook.

Notes: This ability gives the deity access to every spell on the sorcerer/wizard spell list, provided that the deity has sufficient wizard levels and a sufficient Intelligence score to cast them.

The deity also can invent new sorcerer/wizard spells without researching them.

Suggested Portfolio Elements: Knowledge, magic.

AREA DIVINE SHIELD []

The deity can use part of its personal energy as a barrier that protects against almost any attack.

Prerequisites: Divine rank 6, Cha 29, Divine Shield salient divine ability.

Benefit: Except where noted here, this ability works like the Divine Shield ability.

The deity produces a transparent barrier whose area is up to one 10-foot square per rank, or a sphere or hemisphere with a radius of up to 1 foot per rank.

The barrier can be placed anywhere within the deity's line of sight.

The deity can place the barrier so that it is mobile with respect to some unattended object or willing creature (such as the deity itself).

The barrier can be adjusted to ignore certain types of damage, just as a divine shield can.

If the deity makes the shield mobile with respect to a willing creature, the deity also can make the barrier one-way with respect to the creature and its allies, allowing them to attack through the shield and still use its protection.

Notes: The deity can shape the shield around itself or around a willing creature so that it is skintight, which prevents the subject from being touched.

Suggested Portfolio Elements: Mercy, protection.

AUTOMATIC METAMAGIC []

The deity can apply a particular metamagic feat to spells it can cast or to spell-like abilities it knows with no spell slot adjustment.

Prerequisite: Spellcaster level 1st.

Benefit: The deity chooses one metamagic feat.

As a free action, the deity can apply the selected feat to the spells from any one spellcasting class the deity has or to its spell-like abilities.

A spell altered by the use of this ability does not use up a higher-level slot.

Notes: The deity must obey all the limitations normally associated with the metamagic feat.

For example, a deity using Automatic Metamagic (quicken wizard spells) could cast only one quickened wizard spell each round.

Any metamagic feat selected cannot have a level requirement of 21st or higher.

Feats that depend on making the spell's level higher, such as Heighten Spell, do not work with this ability.

A deity can have this ability multiple times, choosing a metamagic feat and either a spellcasting class or spell-like abilities to which the ability will apply each time.

Suggested Portfolio Elements: Knowledge, magic.

AVATAR []

The deity can use some of its own energy to create a duplicate of itself.

Prerequisites: Divine rank 6, Cha 29.

Benefit: An avatar serves as a deity's alter ego, effectively allowing the deity to be in two or more places at the same time.

An avatar is an extension of a deity.

The deity senses and knows everything the avatar senses and knows and vice versa.

Each avatar counts as a remote location where the deity is sensing and communicating.

A lesser deity can have up to five avatars at once, an intermediate deity can have up to ten, and a greater deity can have up to twenty avatars at once.

It takes a deity one year to create an avatar or replace a destroyed avatar.

The process does not require any special effort on the deity's part; the deity simply starts the process and lets it run its course.

An avatar must be created in the deity's own realm.

If the deity has the Divine Creation salient divine ability, the deity can use it to create a new avatar anywhere.

However, the deity must rest afterward as noted in the Divine Creation ability description.

An avatar is a less powerful version of a deity, created by modifying the deity's statistics, that has the following characteristics.

Divine Rank: The avatar's divine rank is half that of the deity (round down).

This decrease in divine rank affects many of the avatar's statistics and abilities, including bonuses to attack rolls, damage, saves, checks, and Armor Class, damage reduction, resistances, number of salient divine abilities and bonus salient divine abilities, uses per day of domain powers, saving throw DCs against spell-like abilities, range of senses, automatic actions, magic items it can create, and extent of divine aura.

The deity's ability scores, speed, class levels, and Hit Dice are unchanged.

Divine Abilities: The avatar has salient divine abilities according to its own divine rank.

The deity chooses which of its abilities the avatar has when creating the avatar.

The avatar cannot have a salient divine ability that is not available to a deity of its own rank, nor can it use a salient divine ability if it doesn't meet the prerequisites.

An avatar cannot have the Avatar or Possess Mortal salient divine abilities.

An avatar does not have any remote sensing or remote communication powers.

Suggested Portfolio Elements: Any.

BANESTRIKE []

Any weapon the deity wields works better against one type of foe.

Prerequisite: Base attack bonus +20.

Benefit: The affected weapon gains a bonus of +4 on attack rolls, and it deals an extra +4d6 points of damage against the designated foe.

The bonus and extra damage stack with any other properties the weapon has.

Notes: The deity selects one kind of enemy from the list below.

Aberrations	Oozes
Animals	Outsiders, chaotic
Beasts	Outsiders, evil
Constructs	Outsiders, good
Dragons	Outsiders, lawful
Elementals	Plants
Fey	Shapechangers
Giants	Undead
Magical beasts	Vermis
Monstrous humanoids	Humanoids (choose one subtype)

The ability functions only when the deity personally attacks with a melee weapon or ranged weapon.

The deity can apply the Banestrike ability to any weapon or natural weapon, but not to a spell, spell-like ability, supernatural ability, or divine ability.

A deity can have this ability multiple times, choosing a different kind of foe each time.

The deity can imbue only one bane special ability to a weapon at a time and can change among them once a round as a free action.

Suggested Portfolio Elements: Death, justice, vengeance, war.

BATTLESENSE []

The deity is nearly impossible to surprise, flank, or catch flat-footed.

Benefit: The deity cannot be surprised or flanked except by a deity of higher rank.
The deity retains its Dexterity bonus to Armor Class even if caught flat-footed or attacked by an invisible opponent, and is not subject to sneak attacks except by deities of higher rank.

Notes: If the deity has the uncanny dodge class feature, this ability replaces it.

Suggested Portfolio Elements: War.

CALL CREATURES []

The deity can bring creatures to serve and aid it.

Benefit: The kind of creature the deity can call is noted in the deity's description.

Each creature called can have no more Hit Dice than the deity has divine ranks, and the deity cannot have more creatures serving it at any given time than the deity has ranks.

The creatures are transported to the deity's presence through an interdimensional connection similar to that created by a *gate* spell, except that it opens to the Material Plane.

The creatures willingly serve to the best of their ability. The calling effect is otherwise similar to the calling property of the *gate* spell.

Notes: A deity can have this ability multiple times, choosing a different kind of creature each time.

Suggested Portfolio Elements: Any.

CLEAR SIGHT []

The deity can perceive reality despite appearances.

Prerequisites: Divine rank 6, Wis 29.

Benefit: The deity can see illusions, transmuted creatures and objects, and disguised creatures or objects for what they really are, provided they are within 10 feet per divine rank of the deity.

This ability is similar to the *true seeing* spell, except that it does not reveal creatures' alignments and it does foil mundane disguises.

Suggested Portfolio Elements: Knowledge, truth.

COMMAND PLANTS []

The deity can control plants and plant creatures.

Benefit: The deity can make plants grow in a radius of up to one mile per divine rank once per day.

The deity can use this ability even in a place where no plants grow (such as the middle of a desert), though in this case the plants wither and die after one day.

This ability works like the *plant growth* spell, except that it cannot be countered except by a deity of higher rank than the deity using the ability.

Also once per day, the deity can charm plant creatures, animate plants, or make them entangle its foes.

This ability functions like the *command plants* spell, except that its maximum duration is one day no matter which option the deity chooses.

At any one time, the deity can charm a number of plant creatures equal to its divine rank with this ability, regardless of Hit Dice.

Suggested Portfolio Elements: Agriculture, earth, fertility.

CONTROL CREATURES []

The deity can dominate and control the actions of a specific kind of creature.

Benefit: The deity can command some kind of creature as noted in the deity's description.

This ability is similar to the *dominate monster* spell, but it is not a mind-affecting ability (the deity seizes direct control over the creature's body).

Each day the deity can attempt to control a number of creature equal to its divine rank.

The deity can attempt to take control of that number all at once, or in smaller numbers.

All creatures to be affected must be within the deity's line of sight when first affected.

Once control is established, distance is not a factor and the deity can maintain control remotely, even across planes and through wards or barriers (except divine shields and warding spells cast by deities of higher rank than the deity using the ability).

The subject is allowed a Will save (DC 10 + the deity's rank + the deity's Charisma modifier) to resist and is allowed a new save if the deity commands the subject to do something against its nature.

At any given time, the deity cannot have more creatures under its control than 10 times its divine rank.

If the deity already has the maximum number of creatures under its control, it can still attempt to take control of other creatures, but must first release one or more creatures already under its control.

For example, a deity with a divine rank of 15 can attempt to control fifteen creatures each day and up to fifteen creatures at once.

The deity can have up to one hundred fifty creatures under its control at any given time.

If the deity already has one hundred fifty creatures under its control, it must release at least one to use this ability on a new creature.

Notes: A deity can have this ability multiple times, choosing a different kind of creature each time.

Suggested Portfolio Elements: Any.

CRAFT ARTIFACT []

The deity can make magic items that exceed mortal limits.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll.

Benefit: The deity can craft magic arms and armor, staves, wands, wondrous items, rings, and scrolls that exceed the normal limits for such items (as stated in the *DUNGEON MASTER's Guide*).

For instance, the deity could create a magic sword with an enhancement bonus higher than +5, a staff that allows the use of spells of higher than 9th level, a *cloak of Charisma* with an enhancement bonus higher than +6, and so on. More information on such items can be found in the *Epic Level Handbook*.

Suggested Portfolio Elements: Crafts, knowledge, magic.

CREATE GREATER OBJECT []

The deity can create complex objects out of nothing.

Prerequisites: Divine rank 11, Int 29, Create Object salient divine ability.

Benefit: As a full-round action, the deity can create objects weighing up to 100 pounds per divine rank, or with a volume of 20 cubic feet per rank.

If the deity uses this ability on a divinely morphic plane or within its own godly realm, double the volume and weight the deity can create.

If the deity's realm is located on a divinely morphic plane, triple the volume and weight the deity can create there.

Notes: This ability works like the Create Object ability, except as noted below.

A deity can use this ability to create any kind of nonmagical object.

Rest: The deity must convert a considerable amount of its own energy into the object, which can leave the deity impaired.

The deity can create an object with a value of up to 100 gp without impairment.

For every additional 100 gp of value (or fraction of 100 gp), the deity must rest for 10 minutes.

If the deity is creating an item on a divinely morphic plane or within its own godly realm, it can create a 200 gp item without resting.

If the deity's realm is located on a divinely morphic plane, it can create a 300 gp item there without having to rest.

Suggested Portfolio Elements: Crafts, creation.

CREATE OBJECT []

The deity can create simple objects out of nothing.

Prerequisites: Divine rank 6, Int 29.

Benefit: As a full-round action, the deity can create one or more simple, nonmagical objects with a total weight of up to 50 pounds per divine rank, or with a total volume of 10 cubic feet per rank.

If the deity uses this ability on a divinely morphic plane or within its own godly realm, double the volume and weight the deity can create.

If the deity's realm is located on a divinely morphic plane, triple the volume and weight the deity can create there.

Notes: For purposes of this ability, a simple object can have no moving parts more complex than a door hinge and must be composed of a single material.

The material can be no more valuable than iron (1 sp per pound).

The deity could create a length of rope, a leather sack, a wooden spoon, or an iron pot.

The deity could create a knife blade, but not a knife with a wooden handle.

Once created, the objects are permanent and nonmagical.

If the deity has the appropriate Craft skill, the deity can make a Craft check when creating the item to make it a masterwork item.

Suggested Portfolio Elements: Crafts, creation.

DIVINE AIR MASTERY []

The deity has mastery over the air.

Prerequisite: Air domain.

Benefit: The deity gains a competence bonus on attack rolls, damage, and Armor Class equal to its divine rank if both the deity and its foe are airborne.

The deity can fly with perfect maneuverability.

When flying, the deity can automatically know the location of any corporeal creature within 10 feet per divine rank, by sensing the disturbance in the air the creature causes.

Suggested Portfolio Elements: Air, wind.

DIVINE ARCHERY []

The deity is the epitome of the archer, with abilities that surpass those of mortal archers.

Prerequisites: Base attack bonus +20, Dex 29, Point Blank Shot, Far Shot.

Benefit: The deity can fire a ranged weapon at any target within line of sight and within range of the deity's personal senses.

No range increment applies to the attack.

The deity does not incur any attacks of opportunity for firing a bow when threatened.

As a full-round action, the deity may fire an arrow at her full base attack bonus at each opponent within 10 feet per divine rank.

The deity must have the Weapon Focus feat with the type of bow she uses to perform this attack.

When shooting a ranged weapon, the deity can ignore any cover bonus to the target's AC or any miss chance conferred by the target's concealment.

Suggested Portfolio Elements: Archers, war.

DIVINE ARMOR MASTERY []

The deity is able to move freely in light or medium armor.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: The deity ignores the maximum Dexterity bonus limit for medium or light armor.

Suggested Portfolio Elements: War.

DIVINE BARD []

The deity is the epitome of the bard and has abilities that far surpass those of mortal bards.

Prerequisite: Bard level 20th.

Benefit: This ability has several benefits:

- For the deity's bardic abilities that have a range (countersong, *fascinate*, inspire competence, inspire greatness), that range is a number of miles equal to the deity's divine rank.
 - The deity can use any bardic music inspiration ability as a standard action.
- The inspiration takes effect immediately after the deity concludes the action.
- The deity's bardic music abilities can affect even those normally immune to mind-affecting effects.
- However, such creatures gain a +10 bonus on their Will saves to resist such effects.
- The effects of all the deity's bardic music abilities are doubled.

Inspire courage grants a +4 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and damage rolls; inspire competence grants a +4

competence bonus on skill checks; and inspire greatness grants +4d10 Hit Dice, a +4 competence bonus on attack rolls, and a +2 competence bonus on Fortitude saves. The number of allies the deity can affect with inspire competence or inspire greatness doubles.

When inspiring competence in multiple allies, the deity can choose different skills to inspire for different allies.

- The effects of the deity's bardic music inspiration abilities last for ten times as long as normal after the deity stops singing.

This has no effect on inspiration abilities that have no duration after the bard stops singing (such as inspire competence).

- When any effect that is subject to countersong (any spell, supernatural ability, or spell-like effect that has the sonic or language-dependent descriptor) occurs within the deity's hearing, the deity can attempt a countersong as if it had prepared an action to do so.

Suggested Portfolio Elements: Art, bards, beauty, dance, love, music, poetry.

DIVINE BATTLE MASTERY []

The deity is the epitome of the fighter, a master of sophisticated battle techniques.

Prerequisites: Fighter level 20th, Combat Reflexes, Int 13, Dex 13, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack, War domain.

Benefit: The deity can make an unlimited number of attacks of opportunity in one round.

(The deity still can't make more than one attack of opportunity against a single opponent in a round). As a full-round action, the deity may make one melee attack at its full base attack bonus against each opponent within reach.

The deity does not incur any attacks of opportunity from this action.

Suggested Portfolio Elements: Justice, vengeance, war.

DIVINE BLAST []

The deity can release part of its personal energy in a ray.

Prerequisite: Cha 29.

Benefit: The deity can use this ability a number of times per day equal to 3 + its Charisma bonus.

The ray created can extend up to one mile per rank (the deity chooses the length).

Targets the ray strikes take 1d12 points of damage per rank of the deity, plus 1d12 points of damage per point of Charisma bonus the deity has.

There is no saving throw, but the deity must make a ranged touch attack to hit a target.

The deity can make the ray look, sound, smell, and feel like anything it desires: a burst of flame, a stroke of lightning, a blast of wind, or any other phenomenon.

Despite the appearance of the ray, the damage it deals results directly from divine power and is therefore not subject to being reduced by *protection from elements* and similar magic.

Notes: The ray destroys a *wall of force*, *prismatic wall*, or *prismatic sphere* it hits (all layers in a prismatic effect are destroyed).

The ray itself is unaffected and can strike a target behind the *wall of force* or prismatic effect.

A divine shield can stop the ray.

Suggested Portfolio Elements: Death, destruction, war.

DIVINE BLESSING []

The deity can grant exceptional abilities to mortals.

Prerequisite: Selected ability score 40.

Benefit: Choose one ability: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma.

The deity must have a score of at least 40 in the selected ability.

The deity can grant mortals a +6 enhancement bonus to that ability that lasts for one day.

In a single day and at one time, the deity can affect a number of creatures equal to its divine rank.

Notes: A deity can have this ability multiple times, choosing a different ability score each time.

Suggested Portfolio Elements: Agility, beauty, endurance, knowledge, strength, wisdom.

DIVINE CELERITY []

The deity can use a *haste* effect.

Prerequisite: Dex 29.

Benefit: The deity acts as if *hasted* for a number of minutes per day equal to its divine rank.

The duration of the effect need not be consecutive rounds. Activating this ability is a free action.

Suggested Portfolio Elements: Travel, wind.

DIVINE CREATION []

The deity can create creatures or magic items out of nothing.

Prerequisites: Divine rank 16, Int 29, Create Object salient divine ability, Create Greater Object salient divine ability.

Benefit: As a full-round action, the deity can create mortal creatures or magic items whose total weight is up to 100 pounds per divine rank, or with a total volume of 20 cubic feet per rank.

If the deity uses this ability on a divinely morphic plane or within its own godly realm, double the volume and weight the deity can create.

If the deity's realm is located on a divinely morphic plane, triple the volume and weight the deity can create there.

Notes: This ability works like the Create Greater Object ability, except as noted below.

A deity can use this ability to create any kind of creature that does not have a divine rank.

The deity can create a creature with class levels, but never with more class levels than the deity has itself or the deity's divine rank, whichever is lower.

Rest: The deity must convert a considerable amount of its own energy into a creature, which always leaves the deity impaired.

The deity must rest for 10 minutes ??the creature's Hit Dice ??the creature's Challenge Rating for each creature created, with a minimum of 10 minutes per creature.

If the creature has class levels, each level counts as an additional Hit Die.

For example, if Hades were to use this ability to create five hell hounds, he would have to rest for 600 minutes (10 minutes \times 4 HD \times CR 3 = 120 minutes per hell hound \times 5 hell hounds = 400 minutes).

The deity can create any kind of magic item except an artifact.

The rest requirement for creating magic items is the same as for the Create Greater object ability.

Suggested Portfolio Elements: Crafts, creation, supreme.

DIVINE DODGE []

The deity can avoid damage by simply not being there when the attack hits.

Prerequisite: Dex 29.

Benefit: Any physical attack or individually targeted spell directed at the deity has a percent miss chance equal to 50 + the deity's rank.

Area effects that include the deity have a similar chance to be ineffective.

Notes: The ability is similar to the *blink* spell, except that it is defensive only and the deity does not move to the Ethereal Plane, but simply exits from reality for a brief moment.

This ability never interferes with the deity's own attacks. If an attack overcomes the miss chance, the deity still gets the benefit of a saving throw (if one is allowed).

Suggested Portfolio Elements: Agility, gambling, luck, protection.

DIVINE DRUID []

The deity is the epitome of the druid and has abilities that far surpass those of mortal druids.

Prerequisites: Druid level 20th.

Benefit: While in a *wild shape*, the deity gains all the extraordinary and supernatural abilities of the creature whose form it adopts.

For example, when the deity uses *wild shape* to change into a leopard, it gains the leopard's pounce, improved grab, and rake abilities; when the deity changes into a lamia, it gains the lamia's Wisdom drain attack.

In addition to animal forms, the deity can take the form of beasts or magical beasts.

Some deities can assume additional forms, such as plant, vermin, elemental, or dragon.

These are specified in the deity's description.

The deity can assume the form of any animal, beast, or magical beast from Fine to Colossal in size.

Suggested Portfolio Elements: Nature.

DIVINE EARTH MASTERY []

The deity has mastery over the earth.

Prerequisites: Earth domain.

Benefit: The deity gains a competence bonus on attack rolls, damage, and Armor Class equal to its divine rank if both the deity and its foe are touching the ground.

The deity gains a burrow speed commensurate with its size (see Divine Characteristics), as well as the ability to glide

through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

The deity has tremorsense, allowing it to automatically sense the location of anything within 10 feet per divine rank that is in contact with the ground.

The deity has complete control over all things made of earth (including stone and metal).

It can alter the form of any amount of earth as a free action.

The deity can duplicate the effects of the *stone shape*, *move earth*, *rusting grasp*, *transmute rock to mud*, *transmute mud to rock*, and *disintegrate* spells, with any earth, stone, or metal object as a target.

The deity can also transmute any object made of earth, stone, or metal into a different kind of earth, stone, or metal—such as changing a silver coin to gold.

The deity can affect any object it can see, but no more than one object per round.

Suggested Portfolio Elements: Earth.

DIVINE FAST HEALING []

The deity heals wounds in a flash.

Prerequisites: Con 29 or the fast healing special quality.

Benefit: The deity gains fast healing of 20 + divine rank. Lost limbs or body parts reattach instantly when pressed against the wound on the body.

Notes: This ability does not stack with the fast healing special quality.

Notes: A deity can have this ability multiple times, and its effects stack.

A deity with two applications of this ability improves its fast healing by 40 + (divine rank \times 2).

Suggested Portfolio Elements: Endurance, healing.

DIVINE FIRE MASTERY []

The deity has mastery over fire.

Prerequisites: Fire domain.

Benefit: The deity gains a competence bonus on attack rolls, damage, and Armor Class equal to its divine rank if both the deity and its foe are touching fire or using weapons with the flaming or flaming burst special abilities. The deity is immune to the effects of fire and heat.

The deity can automatically know the location of any corporeal creature within 10 feet per divine rank by sensing the disturbance in the ambient temperature that the creature causes.

The deity has complete control over all nonmagical fire and can duplicate the effect of any spell with the fire descriptor as a standard action.

Suggested Portfolio Elements: Fire.

DIVINE GLIBNESS []

The deity's silver-tongued speech can convince others to take action.

Prerequisites: Cha 29, Bluff 40 ranks, Trickery domain.

Benefit: As a full-round action, the deity can speak and convince others to take some course of action.

This works like a *mass suggestion* spell cast at a level equal to 10 + the deity's divine rank, except that it affects up to (10 +

divine rank) creatures, no two of which can be more than (10 + divine rank) feet apart.

The save DC is 10 + the deity's Charisma modifier + the deity's divine rank.

Suggested Portfolio Elements: Commerce, lies, thieves.

DIVINE INSPIRATION []

The deity can inspire a specific emotional state in others.

Benefit: The deity can enchant creatures to create a specific emotion.

The deity can affect one creature per divine rank at once, and up to the same number each day.

All must be within the deity's line of sight when first affected.

The specific effects depend on the emotional state induced.

Courage: The enchanted creatures become immune to fear effects and receive a +2 morale bonus on attack rolls, weapon damage rolls, skill checks, and Will saves.

Despair: The enchanted creatures are affected as by a *symbol of hopelessness* unless they make a successful Will save (DC 10 + deity's Charisma modifier + deity's divine rank).

The effect lasts one day.

Dread: The enchanted creatures must make successful Wisdom checks (DC = the deity's divine rank) to attack or fight.

If the check fails, the creature flees in panic for 1d4 rounds.

If the check succeeds, the creature does not have to check again for 10 minutes.

The enchanted creatures also suffer a -2 morale penalty on attack rolls, weapon damage rolls, skill checks, and Will saves.

Frenzy: Frenzied creatures spend themselves in drinking, feasting, and dancing unless provoked or incited to violence.

Frenzied creatures turn violent if they are attacked or perceive a threat to their safety.

Frenzied creatures receive a +4 morale bonus to Strength and Dexterity, a -4 penalty to Wisdom, and a -2 penalty to AC.

Subjects can attempt Will saves (DC 10 + deity's Charisma modifier + deity's divine rank) to resist the effect.

This is a mind-affecting compulsion.

Hope: The enchanted creatures gain a +4 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The enchanted creatures receive a +4 morale bonus to Strength and Constitution scores, a +2 morale bonus on Will saves, and a -2 penalty to AC.

They are compelled to fight heedless of danger.

Subjects can attempt Will saves (DC 10 + deity's Charisma modifier + deity's divine rank) to resist the effect.

This is a mind-affecting compulsion.

Love and Desire: A love effect causes the target to fall in love with the specified creature, seeking every opportunity to be near that creature and making every effort to win the creature's affection.

A desire effect is similar, but the target seeks any opportunity to become physically intimate with the specified creature.

Subjects can attempt Will saves (DC 10 + deity's Charisma modifier + deity's divine rank) to resist the effect.

This is a mind-affecting compulsion effect.

Suggested Portfolio Elements: Any.

DIVINE MONK []

The deity is the epitome of the monk and has abilities that far surpass those of mortal monks.

Prerequisites: Monk level 20th.

Benefit: The deity's unarmed strikes are treated as a magic slashing weapon with an enhancement bonus of +5 and the keen, lawful, and vorpal qualities.

If the deity chooses, a particular attack can be bludgeoning instead of slashing, but the keen and vorpal qualities do not apply to that attack.

Any unarmed attack the deity makes has a base damage of 2d12.

The deity can use the Deflect Arrows feat to deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows.

The deity can deflect any number of attacks in a single round.

When the deity deflects any attack, the attack is reflected upon the attacker, using the deity's base ranged attack bonus.

When the deity deflects a spell, the spell's level is added to the DC to deflect the attack.

Suggested Portfolio Elements: Law.

DIVINE PALADIN []

The deity is the epitome of the paladin and has abilities that far surpass those of mortal paladins.

Prerequisites: Paladin level 20th.

Benefit: The deity's aura of courage grants a +8 morale bonus on saving throws against fear effects and extends to all allies within 100 feet of the deity.

The deity's special mount, if any, gains the celestial template.

The deity can smite evil three times per day, and gets an extra 3 points of damage per class level on a successful smite attempt.

Suggested Portfolio Elements: Good, justice, law, nobility, war.

DIVINE RADIANCE []

The deity can emit powerful holy light.

Prerequisite: Good alignment, Sun domain.

Benefit: The deity can shed light in a (10 feet + divine rank) emanation from its body.

This light counters and dispels all darkness effects (unless created by a deity of higher rank) and causes pain and damage to undead creatures, who take 2d8 points of damage per round with no save.

As a full attack action, the deity can generate up to three rays of scorching light that can strike targets up to a number of miles away equal to the deity's divine rank.

Each ray deals 1d6 points of damage per 2 divine ranks.

Undead take 1d12 points of damage per 2 divine ranks.

Suggested Portfolio Elements: Good, light, sun.

DIVINE RAGE []

The deity flies into an awe-inspiring rage when struck by a weapon.

Prerequisite: Barbarian level 20th.

Benefit: This ability is similar to the barbarian's rage ability (and it replaces the barbarian rage ability for the deity).

The deity can activate this ability only after suffering damage from a weapon, and can use it a number of times per day equal to its divine rank.

Once used, the ability lasts 1 hour (though the deity can end the rage at will).

While raging, the deity gains +10 to Strength, +10 to Constitution, and a +5 morale bonus on Will saves.

The deity's spell resistance and energy resistances each increase by +10.

The deity also can take one extra partial action each round. While raging, the deity suffers a -5 penalty to Armor Class and cannot perform acts that require patience and concentration, such as moving silently, casting spells, and using salient divine abilities.

Suggested Portfolio Elements: Destruction, rage, strength, war.

DIVINE RANGER []

The deity is the epitome of the ranger and has abilities that far surpass those of mortal rangers.

Prerequisites: Ranger level 20th, Wis 25, Wilderness Lore 40 ranks, Knowledge (nature) 30 ranks.

Benefit: Any weapon the deity wields against one of its favored enemies is treated as a bane weapon against that creature type.

Thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage.

The deity can follow tracks at its normal land speed.

It treats all normal terrain as very soft ground for purposes of tracking and ignores DC modifiers for time or weather.

The deity can track creatures across water, underwater, or through the air by means of the minute disturbances they make and traces of their passage.

The table below adds across water, underwater, and air to the list of surfaces found in the Track feat description in the *Player's Handbook*.

Surface	DC
Across water	60
Underwater	80
Air	120

Suggested Portfolio Elements: Archers, hunting, nature.

DIVINE RECALL []

The deity has superhuman memory of a particular subject.

Benefit: The deity remembers every event of a certain type that has ever occurred.

The type of event is specified in the deity description.

Notes: A deity can have this ability multiple times, choosing a different type of event each time.

Suggested Portfolio Elements: Knowledge.

DIVINE ROGUE []

The deity is the epitome of the rogue and has abilities that far surpass those of mortal rogues.

Prerequisites: Rogue level 20th, Dodge, improved evasion, defensive roll.

Benefit: When struck by an attack from an opponent the deity has designated as its dodge target, the deity may make a Reflex save (DC 10 + damage dealt) to negate all damage from the attack.

If the deity passes within 5 feet of a trap, the deity is entitled to a Search check to notice it as if the deity were actively looking for it.

The deity can assess the exact value of any treasure it can see.

The deity also can immediately determine what any creature is carrying and where each carried item is.

Suggested Portfolio Elements: Thieves.

DIVINE SHIELD []

The deity can use part of its personal energy as barrier that protects against almost any attack.

Prerequisites: Cha 29.

Benefit: As a free action, the deity can create a shield that lasts 10 minutes and protects the deity's body and equipment from attacks.

The shield stops 10 points of damage per rank.

Once the shield stops that much damage, it collapses.

The damage can be from any source, including a divine blast attack.

The deity can use this ability a number of times per day equal to 3 + its Constitution bonus.

Notes: The deity can adjust the shield so that it does not block damage the deity ignores anyway.

For example, if the deity is immune to fire, the deity might want to adjust the shield to ignore fire damage.

The effects of multiple divine shields do not stack.

Suggested Portfolio Elements: Protection.

DIVINE SKILL FOCUS []

The deity has superlative ability with the selected skill.

Prerequisites: 23 ranks in the selected skill.

Benefit: The deity receives a bonus of 10 + its divine rank when using the skill.

Notes: This bonus stacks with the divine rank bonus deities normally receive on checks.

If the selected skill is related to the deity's portfolio, add the deity's rank to the maximum DC for a free action.

For example, any task with a DC of 20 or lower is a free action for a lesser deity if the action is related to the deity's portfolio.

If a deity with a rank of 6 has Divine Skill Focus with a skill related to its portfolio, that deity can perform tasks with DCs of 26 or lower as free actions.

A deity can have this ability multiple times, choosing a different skill each time.

Suggested Portfolio Elements: Any.

DIVINE SNEAK ATTACK []

The deity's sneak attacks are devastating.

Prerequisites: Sneak attack +10d6, crippling strike.

Benefit: The deity's sneak attacks deal an additional +3d6 points of damage.

Any attack of opportunity the deity makes is considered a sneak attack.

The deity can flank or catch flat-footed any opponent whose divine rank does not exceed the deity's and can sneak attack that opponent.

The deity cannot deal sneak attack damage to opponents that are immune to critical hits.

Any time the deity inflicts damage with a sneak attack, that target suffers damage equal to the deity's sneak attack bonus damage on the deity's next turn as well.

Suggested Portfolio Elements: Thieves.

DIVINE SPELL FOCUS []

The save DC for one school of spells the deity can cast increases.

Prerequisites: Spell Focus, Greater Spell Focus.

Benefit: The deity chooses one school of magic.

The save DC for any spell of that school increases by the deity's divine rank.

This bonus overlaps (does not stack with) the bonus from Spell Focus or Greater Spell Focus.

Notes: A deity can have this ability multiple times, choosing a different school of magic each time.

Suggested Portfolio Elements: Magic.

DIVINE SPELLCASTING []

The deity is an extremely accomplished spellcaster.

Prerequisites: Spellcaster level 20th.

Benefit: The deity can cast spells whose effective level is above 9th.

The number of spells per day the deity can cast of each spell level above 9th depends on the deity's key ability score for spellcasting classes in which the deity has achieved 20th level, as shown on Table 2–6: Divine Spellcasting (on the next page).

The numbers on that table represent one spell per day at each spell level above 9th in which it receives bonus spells from its key ability score, plus bonus spells based on the key ability score.

The deity can use these slots for spells prepared or cast with a metamagic feat, or for lower-level spells.

For example, a 20th-level wizard/10th-level cleric with an Intelligence of 46 and the Divine Spellcasting ability can cast the following spells above 9th level each day: four 10th-level, three 11th-level, three 12th-level, three 13th-level, three 14th-level, two 15th-level, two 16th-level, two 17th-level, and two 18th-level.

The deity does not receive any higher-level cleric spell slots because it is not a 20th-level cleric.

If the deity has achieved 20th level in a spellcasting class with fewer than nine levels of spells (such as bard, paladin, or ranger), the deity can also cast one spell per day of each level between the maximum normal spell level and 9th, plus appropriate bonus spells of each level based on the deity's key ability score.

These spells are not shown on Table 2–6.

For example, a 20th-level bard with a Charisma of 34 can cast three 7th-level spells, three 8th-level spells, and two 9th-level spells (one spell at each level, plus bonus spells based on the deity's Charisma), plus two spells each of 10th through 12th level, as shown on Table 2–6.

The deity also doesn't incur attacks of opportunity for casting spells when threatened.

In addition, the deity receives the benefit of the Spell Focus feat on any spell it casts.

Suggested Portfolio Elements: Magic.

SPELL SLOTS ABOVE 9TH LEVEL

The Divine Spellcasting ability grants deities access to spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased above 9th by the use of metamagic feats). The number of spell slots available to a deity depends on the deity's key ability score (Intelligence for wizards, Wisdom for clerics, druids, paladins, and rangers, and Charisma for bards and sorcerers), as shown on Table 2-6: Divine Spellcasting.

Even though the table only includes ability scores up to 61 and spell slots up to 25th level, the progression continues infinitely in both directions. For ability scores beyond 61, or for spell slots above 25th level, expand the table to follow the same patterns as shown.

The numbers on this table include bonus spells that a deity receives for having a sufficiently high ability score, as well as one additional spell of each level at which the deity gains at least one bonus spell. This additional spell is one of the benefits of the Divine Spellcasting salient divine ability. For bonus spells of levels 1st through 9th, see Table 1-1 in the *Player's Handbook*.

TABLE 2-6: DIVINE SPELLCASTING

Score	Modifier	Spells per Day															
		10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th	21st	22nd	23rd	24th	25th
10–11	+0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
14–15	+2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
16–17	+3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
18–19	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
20–21	+5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
22–23	+6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
24–25	+7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
26–27	+8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
28–29	+9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
30–31	+10	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
32–33	+11	2	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—
34–35	+12	2	2	2	—	—	—	—	—	—	—	—	—	—	—	—	—
36–37	+13	2	2	2	2	—	—	—	—	—	—	—	—	—	—	—	—
38–39	+14	3	2	2	2	2	—	—	—	—	—	—	—	—	—	—	—
40–41	+15	3	3	2	2	2	2	—	—	—	—	—	—	—	—	—	—
42–43	+16	3	3	3	2	2	2	2	—	—	—	—	—	—	—	—	—
44–45	+17	3	3	3	3	2	2	2	2	—	—	—	—	—	—	—	—
46–47	+18	4	3	3	3	3	2	2	2	2	—	—	—	—	—	—	—
48–49	+19	4	4	3	3	3	3	2	2	2	2	—	—	—	—	—	—
50–51	+20	4	4	4	3	3	3	3	2	2	2	2	—	—	—	—	—
52–53	+21	4	4	4	4	3	3	3	3	2	2	2	2	—	—	—	—
54–55	+22	5	4	4	4	4	3	3	3	3	2	2	2	2	—	—	—
56–57	+23	5	5	4	4	4	4	3	3	3	3	2	2	2	2	—	—
58–59	+24	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	—
60–61	+25	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2
etc. . . .																	

DIVINE SPLENDOR []

The deity's mere proximity is fatal to mortals.

Prerequisites: Divine rank 16, Cha 26.

Benefit: Any mortal who approaches within 10 feet per divine rank of the deity in its natural form dies immediately, with no saving throw.

Suggested Portfolio Elements: Supreme.

DIVINE STORM []

The deity can create a vortex of force that protects the deity and harms those of an alignment different from the deity's.

Prerequisite: Divine rank 11.

Benefit: The deity can surround itself with a vortex of holy or unholy force that manifests in different forms depending on the deity.

The vortex extends from the deity in an emanation with a radius of 10 feet per divine rank.

The effect stops attacks with thrown weapons and projectiles (they fail if made by creatures inside the area, or

targeted at creatures within the area, or if their paths take them through the area).

In addition, the force expels creatures whose alignment on the ethical (lawful-chaotic) axis is opposite the deity's.

If the deity's ethical alignment is neutral (neutral good or neutral evil), the force does not expel any creatures.

Affected creatures in the area must make Fortitude saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) or be picked up and thrown out, regardless of size. Such creatures suffer 1d6 points of damage for each 10 feet they travel.

Creatures that make successful saves are not affected by the vortex for one day, although the vortex still stops their thrown weapons and projectiles.

Creatures that fail their saves can attempt to reenter the area, but must attempt new saves.

The force damages creatures whose alignment on the moral (good-evil) axis is opposite the deity's.

If the deity's moral alignment is neutral (lawful neutral or chaotic neutral), the force does not damage any creatures.

Affected creatures in the area must make Fortitude saves (DC 10 + the deity's Charisma modifier + the deity's divine

rank) each round or suffer 1 point of holy damage per divine rank.

A successful save negates the damage, but the creature must save again the next round if it is still within the area.

Creatures whose alignment is diametrically opposed to the deity's are subject to both effects.

For example, Heironeous's *storm of justice* expels chaotic creatures, damages evil creatures, and both expels and damages chaotic evil creatures.

Hextor's *storm of pain* expels chaotic creatures, damages good creatures, and has both effects on chaotic good creatures.

Pelor's *sunstorm* damages evil creatures.

Suggested Portfolio Elements: War.

DIVINE WATER MASTERY []

The deity has mastery over water.

Prerequisites: Water domain.

Benefit: The deity gains a competence bonus on attack, damage, and Armor Class equal to its divine rank if both the deity and its foe are touching the same body of water.

The deity gains a swim speed commensurate with its size (see Divine Characteristics).

At will, as a full-round action, the deity can create a devastating tidal wave of water.

On land, the wave has effects similar to a flash flood:

Creatures caught in the water must make a Fortitude save (DC 15).

Large or smaller creatures that fail the save are swept away, taking 1d6 points of subdual damage per round (1d3 points on a successful Swim check against DC 20).

Huge creatures that fail are knocked down, while Gargantuan and Colossal creatures are checked.

(See the Weather Hazards section in Chapter 3 of the *DUNGEON MASTER's Guide*).

The wave destroys all wooden buildings and 25% of the stone buildings it comes into contact with.

At sea, the tidal wave capsizes ships and crushes them to splinters.

The wave affects a number of miles of coastland up to the deity's divine rank.

When touching water, the deity can automatically sense the location of anything within 10 feet per divine rank that is in contact with the same body of water.

Suggested Portfolio Elements: Water.

DIVINE WEAPON FOCUS []

The deity is particularly adept with one kind of weapon.

Benefit: This ability works like the Weapon Focus feat except that the deity receives a bonus of +4 on attacks with the weapon.

Notes: This bonus stacks with the divine rank bonus deities get on attack rolls, and with the Divine Weapon Mastery salient divine ability.

It also stacks with the Weapon Focus feat.

A deity can have this ability multiple times, choosing a different kind of weapon each time.

Suggested Portfolio Elements: War.

DIVINE WEAPON MASTERY []

The deity is exceptionally proficient with weapons.

Prerequisites: Fighter level 20th, War domain.

Benefit: The deity receives the benefits of the Weapon Focus, Weapon Specialization, and Improved Critical feats when wielding any simple or martial weapon.

Suggested Portfolio Elements: War.

DIVINE WEAPON SPECIALIZATION []

The deity deals tremendous damage with one kind of weapon.

Prerequisites: Base attack bonus +20, Divine Weapon Focus salient divine ability with the selected weapon.

Benefit: This ability works like the fighter's Weapon Specialization feat, except that the deity receives a bonus on damage with the weapon equal to its divine rank.

Notes: If the selected weapon is a ranged weapon, the extra damage applies against any target the deity can see. The damage bonus from this ability stacks with the damage bonus from the Divine Weapon Mastery ability and the Weapon Specialization feat.

A deity can have this ability multiple times, choosing a different kind of weapon each time.

Suggested Portfolio Elements: War.

ENERGY BURST []

The deity can create a blast of damaging energy.

Benefit: The deity can create an emanation of a specific type of energy (acid, cold, electricity, fire, or sonic energy, specified in the deity's description) with a radius of 10 feet per divine rank.

Anything in the area takes 1d8 points of the appropriate energy damage per divine rank.

Damage is halved for those who make successful saving throws (Reflex for acid, cold, electricity, or fire, or Fortitude for sonic energy; DC 10 + the deity's divine rank + the deity's Constitution modifier).

Notes: A deity can have this ability multiple times, choosing a different type of energy each time.

Suggested Portfolio Elements: Nature.

ENERGY STORM []

The deity can create a vortex of swirling energy that protects it and damages those who touch the vortex.

Prerequisite: Divine rank 11.

Benefit: The deity can surround itself with a vortex of energy (acid, cold, electricity, fire, sonic, positive, or negative energy, specified in the deity's description). The vortex extends from the deity in an emanation with a radius of 10 feet per divine rank.

The effect stops attacks with thrown weapons and projectiles.

Such attacks fail if made by creatures inside the area, or targeted at creatures within the area, or if their paths take them through the area.

Energy storms that use acid, cold, electricity, fire, or sonic energy deal 1 point of energy damage and 1 point of holy damage per divine rank each round.

Positive energy deals 1 point of damage per divine rank to undead creatures, and heals the same amount of damage on living creatures.

Negative energy deals 1 point of negative energy per divine rank to living creatures, and heals the same amount of damage on undead creatures.

Notes: A deity can have this ability multiple times, choosing a different type of energy each time.

Suggested Portfolio Elements: Fire, storms.

EXTRA DOMAIN []

The deity gains an extra domain.

Prerequisite: Divine rank 6.

Benefit: The deity chooses one domain to add to its list of domains.

The deity can grant spells and powers from that domain and use those spells and powers personally, just as it can the spells and powers of its other domains.

Notes: A deity can have this ability multiple times, choosing a new domain each time.

Suggested Portfolio Elements: Any.

EXTRA ENERGY IMMUNITY []

The deity is immune to some form of energy.

Prerequisites: Divine rank 6, resistance to the energy type selected.

Benefit: The deity gains immunity to acid, cold, electricity, fire, or sonic energy.

Notes: This ability is effective even if the attacker is a deity of higher rank.

A deity can have this ability multiple times, choosing a different form of energy each time.

Suggested Portfolio Elements: Any.

EXTRA SENSE ENHANCEMENT []

The deity has a sense of sight, hearing, or smell even more acute than normal for a deity.

Prerequisites: Wis 29.

Benefit: The deity chooses one sense to enhance.

The ability can extend a sense's range one mile per divine rank, or it can allow the sense to ignore one type of physical or magical blockage.

For example, the deity could see through solid objects or in magical darkness.

The enhanced sense can penetrate 10 feet of a physical barrier per rank or 100 feet of a less tangible barrier (such as fog or smoke) per rank.

Notes: Some deities have specific applications of this ability that go beyond the normal senses, such as Ptah's ability to see ethereal creatures and objects.

A deity can have this ability multiple times, choosing a different sense each time.

Suggested Portfolio Elements: Any.

FOOTSORE []

The deity can make living creatures tired.

Prerequisites: Travel domain.

Benefit: The deity can sap the energy from living creatures so that they feel tired.

It can affect up to one creature per divine rank at once, but no more than one creature per divine rank each day. All must be within the deity's line of sight when first affected.

Subjects can attempt Fortitude saves (DC 10 + deity's Charisma modifier + deity's divine rank).

Creatures who fail their saves become fatigued (see the *Player's Handbook*) and their speed is reduced by half.

Furthermore, any mount or vehicle they ride is likewise slowed.

The effect lasts one day.

Suggested Portfolio Elements: Travel.

FREE MOVE []

The deity can move almost instantaneously.

Prerequisites: Dex 29, Divine Celerity salient divine ability.

Benefit: The deity can move up to its speed once a round as a free action.

Suggested Portfolio Elements: Travel.

FRIGHTFUL PRESENCE []

The deity's attacks strike fear into opponents.

Prerequisites: Cha 24.

Benefit: Whenever the deity performs a specific action specified in the deity's description (usually attacking, but sometimes roaring or making another intimidating gesture), foes within a 30-foot-radius burst must make Will saves (DC 10 + deity's Charisma modifier + deity's divine rank).

Foes within the burst, but not the deity's immediate target, become shaken for 3d6 rounds if they fail their saves.

Creatures the deity attacks when it activates the ability become panicked for 3d6 rounds if they fail their saves.

Foes who make successful saving throws are unaffected by this ability for one day.

Suggested Portfolio Elements: Destruction, war.

GIFT OF LIFE []

The deity can restore any previously living mortal creature to life.

Benefit: The deity restores the dead creature to life, no matter how long the creature has been dead or what the condition of the body.

Notes: This ability works like the *true resurrection* spell, except that there is no material component and the amount of time the subject has been dead is irrelevant.

This ability can restore a creature to life against its will, but only with the permission of whatever deity rules the underworld (Hades, Osiris, Hel) or the divine realm where the mortal's soul resides.

This ability can resurrect an elemental or outsider and can resurrect a creature whose soul is trapped (see *Bringing Back the Dead* in Chapter 10 of the *Player's Handbook*) provided the soul is not held by a deity of higher rank than the one using this ability.

This ability cannot restore life to a creature that has been slain by the Hand of Death ability or the Life and Death ability of a deity with a higher rank.

Suggested Portfolio Elements: Healing, life.

GROW CREATURE []

The deity can make a certain type of creature larger.

Benefit: This ability works like the *animal growth* spell, except that it can affect up to one creature of the specified type per divine rank each day, all of which must be within the deity's line of sight when first affected.

The effect lasts one day.

Notes: A deity can have this ability multiple times, choosing a different type of creature each time.

Suggested Portfolio Elements: Nature.

HAND OF DEATH []

The deity can slay any living mortal creature.

Benefit: The deity points to any mortal within the deity's sensory range and snuffs out its life.

There must be an unbroken line of effect between the deity and the target.

Notes: This ability works like the *destruction* spell, except that there is no material component.

The mortal is allowed a Fortitude saving throw with a DC of 20 + the deity's Charisma bonus + the deity's divine rank.

Even if the save succeeds, the subject takes 10d6 points of damage, which may kill it anyway.

If the attack kills the mortal (either through a failed saving throw or through damage), the mortal cannot be raised or resurrected afterward, except by a deity of equal or higher rank using the Gift of Life, Life and Death, or Mass Life and Death salient divine ability.

Suggested Portfolio Elements: Death.

INCREASED DAMAGE REDUCTION []

The deity is remarkably resistant to physical attacks.

Prerequisites: Con 29.

Benefit: The deity's damage reduction increases by rank/+1.

For example, Heironeous has a divine rank of 15, which gives him damage reduction 50/+4.

With this ability, Heironeous has damage reduction 65/+5.

Notes: A deity can have this ability multiple times, and its effects stack.

A deity with two applications of this ability improves its damage reduction by (divine rank ?2)/+2.

Suggested Portfolio Elements: Any.

INCREASED ENERGY RESISTANCE []

The deity has resistance to energy beyond the divine norm.

Benefit: The deity gains resistance of 20 + divine rank to acid, cold, electricity, fire, or sonic energy.

Notes: A deity can have this ability multiple times, choosing a different form of energy each time.

The deity also can have this ability more than once for a single type of energy.

When applied to an energy type that the deity already resists, this ability increases the resistance by 20.

For example, all deities have cold resistance of 20 + divine rank.

If a deity has Increased Energy Resistance (cold), the deity's cold resistance would be 40 + divine rank.

Suggested Portfolio Elements: Any.

INCREASED SPELL RESISTANCE []

The deity has spell resistance beyond the divine norm.

Benefit: The deity's spell resistance increases by 20.

Notes: A deity can have this ability multiple times, and its effects stack.

A deity with two applications of this ability improves its spell resistance by 40.

Suggested Portfolio Elements: Magic.

INDOMITABLE STRENGTH []

The deity is very difficult to best in contests of strength.

Prerequisite: Str 40, Strength domain.

Benefit: If required to make an opposed roll involving Strength (including grapple checks), the deity receives a divine bonus of +25 on its roll.

This bonus stacks with the normal divine rank bonus.

Suggested Portfolio Elements: Strength.

INSTANT COUNTERSPELL []

The deity can counterspell as a free action.

Benefit: When any spell is cast within the deity's line of sight, the deity can counterspell it as a free action, provided that the deity is capable of casting the spell immediately or has it as a spell-like ability and makes the required Spellcraft check.

The use of Instant Counterspell counts against the normal number of free actions the deity is allowed each round.

Suggested Portfolio Elements: Magic.

INSTANT MOVE []

The deity can move instantaneously.

Prerequisites: Divine rank 6, Dex 29.

Benefit: As a move action, the deity can travel up to 30 feet per divine rank, as though using the *dimension door* spell, except that the deity never appears within a solid object and can act immediately after teleporting.

Suggested Portfolio Elements: Travel.

IRRESISTIBLE BLOWS []

The deity's attacks with a specific melee weapon are almost impossible to avoid.

Prerequisites: Weapon Focus and Improved Critical with the selected melee weapon.

Benefit: When the deity makes a melee attack with the chosen weapon against a creature, resolve the attack as a melee touch attack (the weapon blow ignores armor and natural armor bonuses).

If the weapon hits, the creature struck must make a Fortitude save (DC 10 + the deity's Constitution modifier + the deity's divine rank) or be stunned for 1d10 rounds. When the deity strikes an object with the chosen weapon, the blow ignores the object's hardness.

Notes: A deity can have this ability multiple times, choosing a different kind of weapon each time.

Suggested Portfolio Elements: War.

IRRESISTIBLE PERFORMANCE []

The deity's performances have power over creatures far beyond what mortal bards can accomplish.

Prerequisites: Perform 40 ranks.

Benefit: When the deity sings, plays a musical instrument, tells jokes, recites verse, or engages in any other type of performance as a full-round action, the deity has the option to create any of the following effects. The deity can use this ability a number of times per day equal to its divine rank.

It affects up to one creature per divine rank within a burst with a radius of 10 feet per divine rank, centered on the deity.

- Affected creatures become unable to take actions; instead, they dance, observe the performance with rapt attention, laugh, or applaud at the deity's option.

The affected creatures also suffer a -4 penalty to Armor Class, cannot succeed at Reflex saves (except on a roll of 20), and cannot use shields.

Creatures can resist this mind effect with a successful Will save (DC 10 + the deity's Charisma modifier + the deity's divine rank).

The effects last for as long as the deity performs and for up to 1 round per divine rank thereafter.

- Affected creatures become blissfully calm.

They are immune to fear and compulsion effects except for those created by deities of higher rank than the performing deity and any such effects already operating on affected creatures are countered and dispelled.

This ability also counters and dispels rage effects except for those created by deities of higher rank than the performing deity.

Immunity to fear and compulsion last for as long as the deity performs and for up to 1 round per divine rank thereafter.

- Affected creatures fall asleep.

This works like the *sleep* spell, except that any living creature can be affected.

Creatures can resist this mind effect with Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank).

Affected creatures sleep for up to 1 hour per divine rank or until awakened.

The deity can end the effect at will.

- Affected creatures are so deeply moved that they simply die.

Only living creatures with Hit Dice equal to or less than the deity's divine rank are affected.

Creatures can resist the effect with Fortitude saves (DC 10 + the deity's Charisma modifier + the deity's divine rank).

Once a creature makes a successful save against one of the deity's performances, the creature cannot be affected again for one day.

Note: Not all deities with this ability can create all the mentioned effects, as specified in the deity descriptions.

Suggested Portfolio Elements: Art, bards, beauty, dance, love, music, poetry.

KNOW DEATH []

The deity knows when and how creatures will meet their end.

Benefit: The deity knows the exact moment and circumstances of any mortal creature's death just by looking at the creature.

Some deities choose to make cryptic comments about the creature's future demise, while others are saddened by the knowledge.

Suggested Portfolio Elements: Death.

KNOW SECRETS []

No secrets can be kept from the deity.

Benefit: The deity can learn a creature's entire history (including any embarrassing or vital secrets it might know) just by looking at it.

This ability is similar to the *legend lore* spell, except that it delivers instant results and the subject is allowed a Will save (DC 10 + the deity's Charisma modifier + the deity's divine rank) to avoid the effect.

Notes: Vecna can draw secrets from up to one creature per divine rank at once, but no more than that number each day.

Suggested Portfolio Elements: Knowledge, secrets.

LAY CURSE []

The deity can place a debilitating curse on creatures.

Benefit: This ability works like the *bestow curse* spell, except that mortals get no save.

Deities of equal or lesser rank are subject to this ability, but are allowed Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) to resist.

The curse can be removed only by a deity of equal or higher rank than the cursing deity.

The deity can affect up to one creature per divine rank at once, but no more than that number each day.

All must be within the deity's line of sight when first affected.

Suggested Portfolio Elements: Evil.

LAY QUEST []

The deity can enchant creatures so they are compelled to perform some service of his choosing.

Benefit: This ability works like the *geas/quest* spell, except that it works only on mortals and it can be removed only by a deity of equal or higher rank than the deity who lays the quest.

The deity can affect up to one creature per divine rank at once, but no more than that number each day.

All must be within the deity's line of sight when first affected.

Suggested Portfolio Elements: Justice, law.

LIFE AND DEATH []

The deity can kill a mortal creature almost anywhere.

Likewise, the deity can bestow life upon any dead mortal being almost anywhere.

Prerequisites: Divine rank 6, Gift of Life or Hand of Death salient divine ability.

Benefit: The deity designates any mortal and snuffs out its life.

Or the deity can designate any dead mortal and restore it to life.

Notes: This ability works across planar boundaries and penetrates any barrier except a divine shield. However, the subject must be in a location the deity can sense, either within the deity's sense range or in a location the deity can perceive through its remote sensing ability. If the deity cannot see the subject, the deity must unambiguously identify the subject in some fashion, such as by reciting the subject's time and place of birth or death, listing the subject's notable or infamous deeds, or something similar.

If the deity chooses to kill a mortal, the ability works like the *destruction* spell, except that there is no material component or saving throw.

The mortal cannot be raised or resurrected afterward, except by a deity of equal or higher rank using the Gift of Life or Life and Death salient divine ability.

If the deity restores life to a mortal, this ability works like the *true resurrection* spell, except that there is no material component and the amount of time the subject has been dead is irrelevant.

This ability cannot restore a creature to life against its will, but it can resurrect an elemental or outsider.

It can resurrect a creature whose soul is trapped (as the *trap the soul* spell in the *Player's Handbook*), provided the soul is not held by a deity of higher rank than the one using this ability.

This ability cannot restore life to a creature that has been slain by the Hand of Death, Life and Death, or Mass Life and Death ability of a deity with a higher rank.

Rest: After using either version of this ability, the deity must rest for 1 minute per level or Hit Die of the creature affected.

Deities whose portfolio includes death do not have to rest after using this ability.

Suggested Portfolio Elements: Death, supreme.

LIFE DRAIN []

The deity can create a dark cloud that saps life energy.

Prerequisites: Death domain.

Benefit: As a free action, the deity can generate a cloud of darkness that rises from its body in a spread with a radius of 10 feet per divine rank and 10 feet high.

The cloud blocks sight as a *deeper darkness* spell does, except that it cannot be countered by light effects (other than those cast by deities of higher rank).

Living creatures must make Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) or die.

Even with a successful save, living creatures still gain two negative levels (the save DC to remove the negative levels is the same as the first Will save).

A single creature can be drained by the cloud only once per day, but the cloud's darkness remains effective.

Suggested Portfolio Elements: Death, undead.

MASS DIVINE BLAST []

The deity can release part of its personal energy as an attack.

The ability can be used against multiple targets or an area.

Prerequisites: Divine rank 6, Cha 29, Divine Blast salient divine ability.

Benefit: This ability works like the Divine Blast ability, except that the deity can specify up to five targets per rank, no two of which can be more than one mile apart per rank, or an area.

The area can be a cone, burst, spread, or cylinder.

A cone can be up to 100 feet long per rank.

A burst or spread can have a radius of up to 50 feet per rank.

A cylinder can have a radius of up to 50 feet per rank and a height of up to 10 feet per rank.

The deity chooses the attack's exact form and dimensions. Each use of this ability counts as a use of the deity's Divine Blast ability.

Suggested Portfolio Elements: Death, destruction, war.

MASS LIFE AND DEATH []

The deity can kill large numbers of mortal creatures almost anywhere.

Likewise, the deity can bestow life upon large numbers of dead mortals almost anywhere.

Prerequisites: Divine rank 16, Gift of Life or Hand of Death salient divine ability, Life and Death salient divine ability.

Benefit: The deity can designate any number of mortals and snuffs out their lives.

Or the deity can designate any number of dead mortals and restore them to life.

Notes: No two mortals affected by a single use of this ability can be more than one mile apart per rank of the deity.

The ability is otherwise identical with the Life and Death salient divine ability.

Rest: After using either version of this ability, the deity must rest for 1 minute per levels or Hit Dice of the creatures affected.

Suggested Portfolio Elements: Death, supreme.

MASTER CRAFTER []

The deity's Craft skills and item creation capabilities are beyond compare.

Prerequisites: 23 ranks in two different Craft skills.

Benefit: Any object the deity creates is treated as a masterwork item, but uses the base item price (not the masterwork price) to determine time and cost required to create it.

Any item the deity creates also has twice the hit points it would normally have, and its break DC is increased by +10. These benefits apply to walls, doors, and other components of buildings the deity creates, as well as smaller items.

Suggested Portfolio Elements: Crafts, creation.

MIND OF THE BEAST []

The deity can make plants and animals sentient, and it can reduce sentient creatures to animal or plant form.

Benefit: The deity can grant humanlike sentience to trees or animals.

This sentence lasts a maximum of one day, and the sentient tree or animal obeys the deity's commands to the best of its ability.

The deity can affect up to one creature per divine rank at once, but no more than that number each day.

All must be within the deity's line of sight when first affected.

Also, the deity can transmute any creature into a plant or animal of approximately the same size or up to two size categories smaller.

The subject is allowed a Fortitude save (DC 10 + the deity's Charisma modifier + the deity's divine rank) to resist.

Subjects turned into plants become objects.

Subjects turned into animals have the same abilities and statistics of the kind of animal the deity chooses.

The Alter Reality ability can make either effect permanent.

Note: Ehlonna can use this ability up to one time per day per divine rank, and its effects last one day.

Suggested Portfolio Elements: Nature.

POSSESS MORTAL []

The deity can infuse some of its energy into a mortal, turning the mortal into an extension of the deity.

Prerequisites: Cha 29.

Benefit: The deity can possess any mortal in any location the deity can sense.

Unwilling mortals can attempt Will saves (DC 10 + the deity's Charisma modifier + the deity's rank).

Notes: Spells that prevent possession block this ability if the mortal is unwilling.

Likewise, spells that end possession drive out the deity if the mortal is unwilling.

If the mortal is willing, however, the deity cannot be blocked or driven out, except by a divine shield or the use of the Alter Reality salient divine ability by a deity of higher rank.

The possessed mortal effectively becomes an avatar of the deity.

The deity can draw on all the possessed mortal's memories, and the deity senses what the mortal senses.

Each mortal possessed counts as a remote location where the deity is sensing and communicating.

A demigod can possess up to two mortals at a time, a lesser deity can possess up to five mortals at once, an intermediate deity can possess up to ten, and a greater deity can possess up to twenty mortals at once.

While the deity is in possession, the mortal's abilities are unchanged, except as noted below.

Type: Same as the deity.

Hit Points: Same as the mortal, +1 for each rank of the deity.

Armor Class: The mortal gains a divine bonus to Armor Class equal to half the deity's divine rank.

Ability Scores: Strength, Dexterity, and Constitution are unchanged.

Intelligence, Wisdom, and Charisma become 5 points lower than the deity's (or remain as the mortal's scores if they are higher).

Saves: Fortitude and Reflex same as the mortal; Will adjusted if necessary for the mortal's new Wisdom score.

Skills: The mortal can use its own skills and the deity's skills.

If the mortal and the deity have the same skill, use the skill of whichever has more ranks in the skill.

Use the mortal's effective ability scores to determine skill modifiers.

Suggested Portfolio Elements: Supreme.

POWER OF LUCK []

The deity can bestow good luck or ill.

Prerequisites: Luck domain.

Benefit: The deity can give creatures good or bad fortune.

The deity can affect up to one creature per divine rank at once, but no more than that number each day.

All must be within the deity's line of sight when first affected.

Subjects receive a luck bonus of +1 per divine rank or a luck penalty of -1 per divine rank on attack rolls, saves, and checks for one day.

Any creature that attacks the deity automatically suffers the luck penalty, and this does not count against the deity's daily uses of this ability.

Suggested Portfolio Elements: Fate, gambling, luck.

POWER OF NATURE []

The deity can control the forces of nature.

Benefit: The deity can perform any of the following in a radius of one mile per divine rank around the deity, at will, as a fullround action.

- Create or quell winds to produce anything from still air to tornado force winds.

- Set the temperature anywhere from -50°F to 120°F.

- Shake the earth, as the *earthquake* spell.

- Create rain, sleet, hail, snow, or thunderstorms.

These effects last as long as the deity concentrates and for up to 1 minute per divine rank afterward.

The deity can end an effect as a free action.

See Chapter 3 of the *DUNGEON MASTER's Guide* for weather effects.

Suggested Portfolio Elements: Nature, sea, weather.

POWER OF TRUTH []

The deity can discern lies and compel creatures to tell the truth.

Benefit: The deity knows when anyone (other than a deity of equal or higher rank) deliberately lies.

This ability works like the *discern lies* spell, except that it works continuously and applies to any creature the deity can perceive.

The deity also can enchant creatures so they become truthful.

The deity can affect up to one creature per divine rank at once, but no more than that number each day.

All must be within the deity's line of sight when first affected.

The enchanted creatures become unable to utter any deliberate falsehoods or evasions of truth for one day.

The subject is allowed a Will save (DC 10 + the deity's Charisma modifier + the deity's divine rank) to resist.

Subjects who make successful saves become immune to this ability for one day.

Suggested Portfolio Elements: Justice, law, truth.

REJUVENATION []

If destroyed, the deity simply re-forms.

Prerequisites: Divine rank 11, Divine Fast Healing salient divine ability.

Benefit: When the deity suffers an attack that should destroy it, it simply disperses and reassembles later. Roll 10d10 to determine the number of days before the deity returns.

Notes: If the deity is killed in its own realm, subtract the deity's divine rank from the number of days it takes to return.

If the deity's realm is on a divinely morphic Outer Plane, and the deity is killed there, subtract twice the deity's divine rank from the number of days it takes to return. The return always takes at least one day.

This ability is ineffective if the deity is killed by another deity of equal or higher rank.

Suggested Portfolio Elements: Death, life, undead.

SEE MAGIC []

The deity can see magical auras just by looking at them.

Prerequisites: Magic domain.

Benefit: This ability is similar to a *detect magic* spell, except that it covers the whole area the deity can see, and the deity immediately knows the number of auras present along with their locations and strengths.

The deity needs to make a Spellcraft check to identify the school of each aura, but most deities with this ability can use Spellcraft as a free action.

Suggested Portfolio Elements: Magic.

SHAPECHANGE []

The deity can assume the form of any living, corporeal creature (but not the form of another deity).

This is an extraordinary ability.

Prerequisites: Divine rank 11, Alter Size salient divine ability, Alter Form salient divine ability.

Benefit: The deity can assume the form of an animal, beast, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or plant.

The assumed form must be both living and corporeal.

The deity can remain in the assumed form indefinitely, but it resumes its own form if slain.

Notes: This ability works like the Shift Form salient divine ability, except that the deity is not limited to a set number of forms and as noted here.

The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension.

The deity can use this ability to create disguises, gaining a bonus of +20 on its Disguise checks.

Suggested Portfolio Elements: Nature, secrets, thieves.

SHIFT FORM []

The deity can assume the forms of creatures related to its portfolio.

This is an extraordinary ability.

Prerequisites: Divine rank 6, Alter Size salient divine ability, Alter Form salient divine ability.

Benefit: The deity can assume the form of another creature.

The forms a deity can assume are limited and vary with each deity.

The forms allowed are listed in the deity's description.

The deity can remain in the assumed form indefinitely, but it resumes its own form if slain.

Notes: The deity acquires the physical, natural, and extraordinary abilities of the form it has assumed (but not spell-like or supernatural abilities) while retaining its own mind.

Physical abilities include natural size and Strength, Dexterity, and Constitution scores.

Natural abilities include armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effect, and the like), and similar gross physical qualities (presence or absence of wings, number of extremities, and so on).

A body with extra limbs does not allow the deity to make more attacks (or more advantageous two-weapon attacks) than normal.

Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings.

The deity's speed is that of the assumed form or the deity's normal speed, whichever is higher.

In general, any part of the body or piece of equipment that is separated from the whole reverts to its original form.

However, if the assumed form has an extraordinary ability that allows it to produce a substance or shed part of its body, then this ability also grants that ability.

For example, a deity who shifts form into a viper has a poisonous bite.

The deity retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves.

(New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses).

The deity retains its outsider type, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities.

The deity also retains its divine Armor Class bonus and divine qualities and abilities, provided they are not supernatural.

The deity can cast spells for which it has components.

It needs a voice like that of a humanoid for verbal components and hands like those of a humanoid for somatic components. Likewise, the deity needs hands to use many of its powers, such as creating objects related to its portfolio.

When the shape shift occurs, the deity's equipment, if any, transforms to match the new form.

If the new form is a creature that does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional.

Material components and focuses melded in this way cannot be used to cast spells.

If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead

creatures), the deity's equipment changes to match the new form and retains its properties.

This ability cannot confer class levels or class abilities.

The deity can change physical qualities such as hair color, hair texture, skin color, and gender.

The deity can use this ability to create disguises, gaining a bonus of +15 on its Disguise checks.

The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension.

Suggested Portfolio Elements: Nature.

SPEAK WITH CREATURES []

The deity can converse with certain types of creatures, as specified in the deity's description.

Benefit: The deity has the supernatural ability to converse with the specified creature.

This ability works like a permanent *speak with animals* or *speak with plants* spell, or like a *tongues* spell that only allows the deity to converse with the specified type of creature.

Notes: A deity can have this ability multiple times, choosing a different type of creature each time.

Suggested Portfolio Elements: Nature.

SPONTANEOUS WIZARD SPELLS []

The deity can spontaneously cast any wizard spell available to it.

Prerequisites: Divine rank 6, Wizard level 1st, Int 29, Spell Mastery, Arcane Mastery salient divine ability.

Benefit: This ability works like a cleric's ability to cast *cure* spells spontaneously, except that it applies to wizard spells.

The deity must have a sufficient Intelligence score and wizard levels to cast the spell.

Notes: The deity still needs a spellbook for its wizard spells unless it also has the Divine Spellcasting ability.

Suggested Portfolio Elements: Knowledge, magic.

STRIDE []

The deity can move rapidly over long distances, can make living creatures travel faster, and can jump extraordinary distances.

Prerequisites: Travel domain.

Benefit: The deity's movement is doubled on the local or overland scales (see the *Player's Handbook*).

Also, having this ability means that the deity's height does not limit the distance it can jump.

In addition, the deity can impart extra overland speed to living creatures.

The deity can affect up to one creature per divine rank at once, but no more than that number each day.

All must be within the deity's line of sight when first affected.

Creatures who receive this boon double their speeds on the local or overland scales.

Suggested Portfolio Elements: Travel.

SUNDER AND DISJOIN []

The deity can destroy weapons and items used against it in combat.

Benefit: If any weapon or item is used against the deity in combat, the deity can destroy it with a touch.

Treat a successful touch as a combination of a *disintegrate* spell and a *Mordenkainen's disjunction* spell, both targeted exclusively at the touched item.

The save DC for both effects is 19 + the deity's Charisma modifier.

An item remains vulnerable to this ability for up to one day after being used against the deity.

Suggested Portfolio Elements: Victory, war.

SUPREME INITIATIVE []

The deity always goes first in the initiative order.

This is an extraordinary ability.

Prerequisites: Dex 29, Improved Initiative.

Benefit: The deity goes first in the initiative order, no matter what its initiative result is or what initiative result anyone else in an encounter or battle has.

Notes: Determine initiative normally among any beings who don't have this ability, placing them in order after the deity.

The deity can choose to delay or ready an action, just any other being can, and doing so changes the deity's initiative as noted in Chapter 8 of the *Player's Handbook*.

The deity also can refocus, thereby resuming its position at the beginning of the initiative order.

If two or more deities who have this ability are in the same battle, the deity with the highest divine rank gets the first position in the initiative order, the deity with the second highest rank gets the second position, and so on.

Other beings then go in order after the last deity with the Supreme Initiative ability.

If two deities with this ability and the same divine rank are in a battle, make an initiative check for each deity, and the deity with the higher result goes first.

Suggested Portfolio Elements: Agility, thieves, war.

TRUE KNOWLEDGE []

The deity's mastery of knowledge is nearly complete.

Prerequisites: Divine rank 11, Int 40, bardic knowledge or lore class feature and 10th level in the class that grants the ability, Knowledge domain.

Benefit: The deity never fails a bardic knowledge or lore check, no matter how obscure the knowledge involved.

The deity speaks and understands all languages.

The deity can use *legend lore* and *analyze dweomer* as free actions at will.

These actions count against the deity's maximum number of free actions per round.

Suggested Portfolio Elements: Knowledge.

TRUE SHAPECHANGE []

The deity can assume the form of any creature or object, but not the form of another deity.

This is an extraordinary ability.

Prerequisites: Divine rank 16, Alter Size salient divine ability, Alter Form salient divine ability, Shapechange salient divine ability.

Benefit: The deity can assume the form of any object or creature.

The deity can remain in the assumed form indefinitely, but it resumes its own form if slain.

Notes: This ability works like the Shift Form salient divine ability, except as noted below.

The deity can take any form, living or unliving, corporal or incorporeal.

The deity gains the supernatural abilities of the assumed form.

The deity can use this ability to create disguises, gaining a bonus of +20 on its Disguise checks.

The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension.

Suggested Portfolio Elements: Nature, secrets, thieves.

UNDEAD MASTERY []

The deity has absolute dominion over the undead.

Prerequisites: Divine rank 14, Cleric level 17th.

Benefit: The deity can automatically command or destroy any undead creature, as desired, as a free action, though this counts against the normal limit of free actions per round.

The deity can do this as often as desired, but it can command no more than one undead creature per divine rank (regardless of the creatures' Hit Dice) at any one time.

Suggested Portfolio Elements: Death, life, undead.

UNDEAD QUALITIES []

The deity, though alive, shares the qualities of the undead.

Benefit: Like undead, the deity is immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and it ignores mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

The deity is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

The deity is immune to any effect requiring a Fortitude save, unless it affects objects.

Some deities, such as Nerull or Toldoth, have this ability because they resemble undead.

Osiris has undead qualities because he has died and now lives in the underworld.

Suggested Portfolio Elements: Death, undead.

WAVE OF CHAOS []

The deity can cause nearby creatures to act unpredictably.

Prerequisites: Chaotic alignment.

Benefit: The deity can create a wave of mental force that extends from the deity in a spread with a radius of 10 feet per divine rank.

Creatures within the spread must make Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) or be forced to act unpredictably.

This ability works like a *confusion* spell cast by a sorcerer of level 10 + the deity's divine rank.

Suggested Portfolio Elements: Chaos.

WOUND ENEMY []

Any weapon the deity wields causes a bleeding wound when it hits.

Prerequisites: Base attack bonus +20.

Benefit: The affected weapon deals damage to a creature such that a wound it causes deals 1d6 points of damage per round thereafter in addition to the normal damage from the weapon.

Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2d6 points of damage per round, and so on).

The bleeding can only be stopped by a successful Heal check (DC 15 + the deity's rank) or the application of any cure spell or other healing spell (*heal*, *healing circle*, and so on).

Notes: The ability functions only when the deity personally attacks with a physical weapon.

The ability works with a ranged weapon, but not if someone else uses the weapon.

The deity can apply to the ability to any weapon or natural weapon, but not to a spell, spell-like ability, supernatural ability, or divine ability.

A deity can have this ability multiple times, and its effects stack.

For example, a single wound would bleed for 3d6 points of damage each round if the deity had this ability three times.

Suggested Portfolio Elements: Death, pain, war.

FAITHS AND PANTHEONS (3.0)

ALTER FORM (EX) []

Assume the form of any corporeal creature with up to two additional limbs as a move-equivalent action.

Retain normal base attack bonus, Armor Class, and saves while gaining normal physical movement, sensory, and breathing capabilities of the new form.

ALTER REALITY []

Bring one thought into being as though through a *wish* spell.

Duplicate the effects of 9th-level and lower spells (no material or XP component required), the Create Object ability, or the Divine Creation ability, except that no permanent magic items or creatures may be created.

Reshape a landscape into any desired terrain at the rate of 1 round of effort per 10-foot cube affected.

Rest is required after use of the ability as shown in the sidebar below.

Alter reality rest requirements

Effect	Rest Required
Normal spells	None
Spells affected by metamagic feats	1 round per spell level increase
Making a magical or supernatural effect permanent	The highest of: 10 minutes per level of the effect time number of subjects affected, 10 minutes per total Hit Dice of creatures affected, or 10 minutes per 10-foot cube affected
Temporary nonmagical objects	None
Permanent nonmagical objects	Double the rest that Create Object would require with no reduction for planar location
Temporary magic items or creatures	None
Landscape reshaping	One day per 10-foot cube

ALTER SIZE (SU) []

As a free action, assume any size from Fine to Colossal or change the size of up to 100 pounds of objects, familiars, personal mounts, or personal intelligent weapons. Strength, Armor Class, and attack bonus for creatures change according to the Size Increases table (see the Introduction of the *Monster Manual*), but Strength does not drop below 1.

Base damage for weapons increases or decreases according to the following scale: 1, 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 2d8, 4d6, 4d8, 8d6, 8d8, 16d6, 32d6.

(Locate the base damage rating for the normal-sized weapon and count forward or backward the number of size categories increased or decreased to find the new value).

ANNIHILATING STRIKE []

Forces a creature, attended object, or magic item struck with any of your natural or manufactured weapons to make a Fort save or be reduced to -10 hit points.

(A deity with a divine rank equal to or greater than yours is not subject to this effect).

Wholly or partially obliterates unattended, nonmagical objects (up to the listed maximum volume) if they are subject to physical attacks.

ARCANE MASTERY []

Prepare any wizard spell on the wizard spell list that you are capable of casting without using a spellbook, or invent new sorcerer/wizard spells without researching them.

AREA DIVINE SHIELD []

Place a transparent shield (as per the Divine Shield ability) anywhere within line of sight.

If desired, make the barrier mobile with respect to an unattended object or willing creature, one-way (allowing protected creatures to attack through it), and/or shaped "skintight" around a willing creature to prevent touch attacks.

AUTOMATIC METAMAGIC []

Automatically apply a selected metamagic feat to all spells of the selected class, or to spell-like abilities.

Affected spells do not use up a higher-level spell slot.

AVATAR []

Create up to the listed number of less-powerful versions of yourself.

Sense and know everything your avatar senses and knows and vice versa.

Use any avatar as a remote location for sensing and communication (it has no remote sensing or remote communication powers of its own).

Choose from your own salient abilities for each avatar, subject to its divine rank restrictions.

It takes one year to create an avatar, and it must be done in your own realm unless you have the Divine Creation salient ability.

The avatar statistics listed for the deities in this book represent typical choices of salient divine abilities.

BANESTRIKE []

Gain a +4 enhancement bonus and deal an extra +4d6 points of damage against a designated foe with any natural or manufactured weapon, either melee or ranged.

These benefits stack with any other properties the weapon has.

Banestrike does not apply to spells, spell-like abilities, supernatural abilities, or divine abilities.

BATTLESENSE []

Retain Dexterity bonus to Armor class, even if caught flat-footed or attacked by an invisible opponent; also negate sneak attacks, surprise, and flanking.

These benefits do not apply against attackers of higher divine rank.

CALL CREATURES []

Call creatures of a specified type or kind through an effect similar to the calling property of the *gate* spell, except that the connection opens onto the Material Plane.

Called creatures serve to the best of their ability.

The listed number of creatures is the maximum that can serve at any one time.

CLEAR SIGHT []

See illusions, transmuted creatures and objects, and disguised creatures or objects for what they really are.

This ability works like the *true seeing* spell except that it does not reveal creature's alignments and it does foil mundane disguises.

COMMAND PLANTS []

Make plants grow in the specified radius once a day as though with the *plant growth* spell, except that only a deity of higher divine rank can counter the effect.

This ability works even in a place where no plants grow (such as the middle of a desert), though in this case the plants wither and die after one day.

Also, charm a number of plant creatures equal to your divine rank, animate plants, or make them entangle foes. This ability works like the *command plants* spell, except that the maximum duration is one day for any of these options.

CONTROL CREATURES []

Command creatures of a specified type or kind within your line of sight.

Distance (even transplanar) is no longer a factor once control is established, though Divine Shield or a warding spell cast by a deity of higher rank block the effect.

Control Creatures works like a *dominate monster* spell, except that it is not a mind-affecting ability.

The subject receives a Will save to resist and is allowed a new save if commanded to do something against his or her nature.

Once the maximum number of controlled creatures is reached, one or more must be released before control over another can be attempted.

CRAFT ARTIFACT []

Craft magic arms and armor, staves, wands, wondrous items, rings, and scrolls that exceed the normal limits for such items (as stated in the *DUNGEON MASTER's Guide*).

CREATE OBJECT []

Create one or more simple, nonmagical objects of the specified size and weight as a full-round action.

Double the volume and weight limits if using this ability on a divinely morphic plane or within your own godly realm, or triple the limits if both parameters apply.

Objects created can have no moving parts more complex than a door hinge and must be composed of a single material no more valuable than iron (1 sp per pound).

Once created, the objects are permanent and nonmagical. The appropriate Craft skill allows Craft check during creation to make the item masterwork.

CREATE GREATER OBJECT []

As Create Object, except that this ability can be used to create any kind of nonmagical object and rest may be required afterward.

For every 100 gp (or fraction of 100 gp) above a base 100 gp value, 10 minutes of rest is required.

Double the base value (200 gp) on a divinely morphic plane or within your own godly realm, or triple it (300 gp) if both parameters apply.

DIVINE AIR MASTERY []

Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are airborne.

Fly with perfect maneuverability.

While airborne, automatically sense the location of any corporeal creature within the listed range from the disturbance in the air that the creature causes.

DIVINE ARCHERY []

Fire or throw a ranged weapon at any target within line of sight and within range of your personal senses.

No range increment applies to the attack, and no attacks of opportunity are incurred for firing a bow when threatened.

Also, fire an arrow at your full base attack bonus at each opponent within the listed range as a full-round action if you have the Weapon Focus feat with the type of bow used.

When throwing or shooting a ranged weapon, ignore any cover bonus to the target's AC or any miss chance for concealment.

DIVINE BARD []

Increase the range of your bardic music abilities as listed and double their effects (save bonuses, bonus HD, number of allies affected, and so forth).

Use these abilities even against creatures normally immune to mind-affecting effects (though such a creature gains a +10 bonus on its Will save).

Use any bardic music inspiration ability as a standard action, with the effect occurring immediately afterward.

When inspiring competence in multiple allies, choose different skills to affect for different allies if desired.

If a bardic music inspiration ability normally has a duration after the bard stops singing, that portion of the duration is ten times as long as normal.

When any effect that is subject to countersong occurs within your hearing, you can attempt a countersong as if you had prepared an action to do so.

DIVINE BATTLE MASTERY []

Make an unlimited number of attacks of opportunity in 1 round, though you can still make only one against a single person for a single opportunity in a round.

Alternatively, make one melee attack at your full base attack bonus against each opponent within reach as a full-round action.

This action incurs no attacks of opportunity.

DIVINE BLAST []

Fire an energy ray of up to the specified length as a ranged touch attack.

Targets the ray strikes take divine damage as listed, though the ray can seem to be any type of energy desired (a burst of flame, a stroke of lightning, a blast of wind, or the like).

There is no save, and Energy Resistance does not apply.

The ray destroys a *wall of force*, *prismatic wall*, or *prismatic sphere* (all layers in a prismatic effect are destroyed) and continues on to targets beyond.

Divine shield stops the ray.

DIVINE BLESSING []

Grant mortals a +6 enhancement bonus to a selected ability score for one day.

DIVINE CELERITY []

Use *haste* for up to the listed number of rounds (not necessarily consecutive) each day as a free action.

DIVINE CREATION []

Create mortal creatures or magic items up to the listed weight or volume limit as a full-round action. Double the volume and weight limits if using this ability on a divinely morphic plane or within your own godly realm, or triple the limits if both parameters apply. This ability works just like the Create Greater Object ability, except that it can be used to create any kind of creature that does not have a divine rank. The maximum number of class levels for a creature so created is the number of class levels you have or your divine rank, whichever is lower. The rest required is 10 minutes times the creature's Hit Dice (including those for class levels) times the creature's Challenge Rating for every creature. You can also create any kind of magic item except an artifact, exactly as with the Create Greater Item ability.

DIVINE DODGE []

Apply the listed miss chance to any physical attack, individually targeted spell directed at you, or area effect that includes you. Any normally allowed saving throws apply to attacks that overcome the miss chance.

DIVINE DRUID []

Use *wild shape* to take the form of beasts or magical beasts in addition to those of animals. Gain all the extraordinary and supernatural abilities of the creature whose form you adopt.

DIVINE EARTH MASTERY []

Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are touching the ground. Glide through stone, dirt, or other form of earth (except metal), leaving no tunnel or hole and creating no ripples or other signs of your presence. Use tremorsense to sense the location of anything within the listed range that is in contact with the ground. Control all things made of the earth (including stone and metal), or alter the form of any amount of earth as a free action. This ability can duplicate the effects of the *stone shape*, *move earth*, *rusting grasp*, *transmute rock to mud*, *transmute mud to rock*, or *disintegrate* spells, with any earth, stone, or metal object as a target. Transmute one object made of one sort of earth, stone, or metal per round into a different sort—such as changing a silver coin to gold—provided you can see the object.

DIVINE FAST HEALING []

Gain the listed fast healing. Reattach lost limbs or body parts instantly by pressing them against the stump.

DIVINE FIRE MASTERY []

Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are touching fire or using weapons with the *flaming* or *flaming burst* special abilities. Gain immunity to the effects of fire and heat. Sense the location of anything within the listed range from the disturbance in the ambient temperature that the creature causes. Control all nonmagical fire and duplicate the effect of any spell with the fire descriptor as a standard action.

DIVINE GLIBNESS []

As a full-round action, verbally convince others to take some course of action according to the listed parameters.

DIVINE INSPIRATION []

Create the designated emotion in the listed number of creatures within your line of sight. The effects depend on the emotion induced, as follows. *Courage*: The enchanted creatures become immune to fear effects and receive a +2 morale bonus on attack rolls, weapon damage rolls, skill checks, and Will saves. *Dread*: The enchanted creatures become must make successful Wisdom checks to attack or fight; otherwise they flee in panic for 1d4 rounds. If the check succeeds, the creature does not have to check again for 10 minutes. The enchanted creatures also suffer a -2 morale penalty on attack rolls, weapon damage rolls, skill checks, and Will saves. *Frenzy*: Frenzied creatures spend themselves in drinking, feasting, and dancing unless they are attacked or otherwise perceive a threat to their safety. Frenzied creatures receive a +4 morale bonus to Strength and Dexterity scores, a -4 penalty to Wisdom, and a -2 penalty to AC. Subjects can attempt Will saves to resist the effect. This is a mind-affecting compulsion. *Hope*: The enchanted creatures gain a +4 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. *Rage*: The enchanted creatures receive a +4 morale bonus to Strength and Constitution scores, a +2 morale bonus on Will saves, and a -2 penalty to AC. They are compelled to fight heedless of danger. Subjects can attempt Will saves to resist. This is a mind-affecting compulsion. *Love and Desire*: A love effect causes the target to fall in love with the specified creature, seeking every opportunity to be near that creature and making every effort to win the creature's affection. A desire effect is similar, but the target seeks any opportunity to become physically intimate with the specified creature.

Subjects can attempt Will saves (DC 10 + deity's Charisma modifier + deity's divine rank) to resist the effect. This is a mind-affecting compulsion.

DIVINE MONK []

Treat your unarmed strike as a magic slashing weapon with an enhancement bonus of +5 and the *keen*, *lawful*, and *vorpal* qualities.

If desired, make a particular attack bludgeoning instead of slashing without the *keen* and *vorpal* qualities.

Your unarmed attack does a base 2d12 points of damage. Also, use the Deflect Arrows feat to deflect any number of ranged attacks (including ranged touch spells) in a single round, as if they were arrows.

For spells, add the spell's level to the DC to deflect the attack.

Reflect any attacks so deflected back upon the attacker, using your base ranged attack bonus.

DIVINE PALADIN []

Your aura of courage grants a +8 morale bonus on saving throws against fear effects and extends to all allies within 100 feet.

Smite evil three times per day and increase your damage for those attacks as listed.

DIVINE RADIANCE []

Shed light from your body in an emanation.

This light counters and dispels all darkness effects (unless created by a deity of higher rank) and deals 2d8 points of damage per round (no save) to undead creatures.

Alternatively, generate up the three rays of scorching light as a full attack action.

Each ray deals 1d6 points of damage per 2 divine ranks, or 1d12 points of damage per 2 divine ranks against undead.

DIVINE RAGE []

This ability replaces the barbarian rage ability.

It can be activated only after you suffer damage from a weapon and lasts for up to 1 hour, though you can end it at will.

Gain a +5 rage bonus on attacks, weapon damage, Will saves, and Fort saves, and to Strength and Constitution checks, and increase your spell resistance and energy resistances by +10.

Take one extra partial action each round.

While raging, you suffer a -5 rage penalty to Armor Class and cannot perform acts that require patience and concentration, such as moving silently, casting spells, or using salient abilities.

DIVINE RANGER []

Treat any weapon you wield against a favored enemy as a bane weapon of that creature type.

Follow tracks at your normal speed, treat all normal terrain as very soft ground for purposes of tracking, and ignore DC modifiers for time or weather.

Use the Wilderness Lore skill to track creatures across water (DC 60), underwater (DC 80), or through the air (DC 120).

DIVINE RECALL []

Remember every event of the listed type that has ever occurred.

DIVINE ROGUE []

When struck by an attack from an opponent you have designated as a dodge target, make a Ref save (DC = 10 + damage dealt) to negate all damage from the attack.

When passing within 5 feet of a trap, make a Search check to notice it as if you were actively looking for it.

Assess the exact value of any treasure you can see.

Immediately determine what any creature is carrying and where each carried item is.

DIVINE SHIELD []

As a free action, create a shield that lasts 10 minutes and stops the listed amount of damage from any source, including a Divine Blast.

Once the shield has stopped that much damage, it collapses.

If desired, adjust the shield to let through damage that you would ignore anyway.

The effects of multiple divine shields do not stack.

DIVINE SKILL FOCUS []

Improve your bonus on checks using the selected skill.

Also, if the task is related to your portfolio, add your rank to the maximum DC for a free action.

DIVINE SNEAK ATTACK []

Your sneak attacks deal an additional +3d6 points of damage, and all your attacks of opportunity are considered sneak attacks.

Also, you can flank or catch flat-footed (and thus sneak attack) any opponent whose divine rank does not exceed yours.

Anytime you deal damage with a sneak attack, that target suffers damage equal to your sneak attack bonus damage on your next turn as well.

You cannot deal sneak attack damage to opponents that are immune to critical hits.

DIVINE SPELL FOCUS []

Increases the save DC for spells of the selected school.

DIVINE SPELLCASTING []

Gain additional spell slots above 9th level as indicated.

Use these extra slots for spells prepared or cast with one or more metamagic feats, or for lower-level spells.

Casting spells when threatened no longer provokes attacks of opportunity, and the benefit of the Spell Focus feat applies to any spell you cast.

DIVINE SPLENDOR []

Any mortal who approaches within the listed range of you while you are in your natural form dies immediately, with no saving throw.

DIVINE STORM []

Surround yourself with a vortex of holy or unholy force that extends from you in an emanation with the listed radius.

Attacks with thrown weapons and projectiles fail if they are made by creatures inside the area, or are targeted at creatures within the area, or if their paths take them through the area.

Also, the force jostles creatures whose alignment on the ethical (lawful-chaotic) axis is directly opposite to yours and damages creatures whose alignment on the moral (good evil) axis is directly opposite yours.

(If your alignment is neutral on either of those axes, the corresponding effect does not occur).

Affected creatures in the area must make Fort saves for each effect.

Failure for the jostling effect indicates that the creature is picked up and thrown out, regardless of size, and suffers 1d6 points of damage for each 10 feet traveled.

Such creatures can attempt to reenter the area but must attempt new saves.

Success means the creature is not affected by the vortex for one day.

Failure against the damage effect means the creature suffers 1 point of holy damage per divine rank you have.

A successful save negates the damage, but the creature must save again the next round if it is still within the area.

DIVINE WATER MASTERY []

Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are touching the same body of water.

Also, create a tidal wave that affects a number of miles of coastline equal to your divine rank at will as a full-round action.

On land, the wave forces creatures caught in it to make a Fort save (DC 15) or be swept away and take 1d6 points of subdual damage per round (or 1d3 points on a successful Swim check against DC 20) if Large or smaller, be knocked down (if Huge), or be checked (if Gargantuan or Colossal). (See the Weather Hazards section in Chapter 3 of the *DUNGEON MASTER's Guide*).

The wave destroys wooden buildings and 25% of stone buildings.

At sea, the tidal wave capsizes ships and crushes them to splinters.

In addition, sense the location of creature within the listed range that is in contact with the same body of water you are.

DIVINE WEAPON FOCUS []

Gain a bonus of +4 to attacks with the selected weapon.

DIVINE WEAPON MASTERY []

Gain the benefits of the Weapon Focus, Weapon Specialization, and Improved Critical feats when wielding any simple or martial weapon.

DIVINE WEAPON SPECIALIZATION []

Increase the damage you deal with the selected weapon by your divine rank.

If the selected weapon is a ranged weapon, the extra damage applies against any target you can see.

ENERGY BURST []

Create an emanation of the specified energy type in the listed radius.

Anything in the area takes the listed amount of the appropriate energy damage.

A successful saving throw (Reflex for acid, cold, electricity, or fire, or Fort for sonic energy) reduces damage by half.

ENERGY STORM []

Surround yourself with a vortex of the specified energy that extends from you in an emanation with the listed radius.

Attacks with thrown weapons and projectiles fail if they are made by creatures inside the area, or are targeted at creatures within the area, or if their paths take them through the area.

Energy storms deal the listed amount of damage of the appropriate energy types per round.

EXTRA DOMAIN []

Choose one additional domain.

You can grant spells and powers from that domain and use those spells and powers personally.

EXTRA ENERGY IMMUNITY []

Gain immunity to acid, cold, electricity, fire, or sonic energy.

This ability is effective even if the attacker is a deity of higher rank.

FREE MOVE []

Move up to your speed once a round as a free action.

FRIGHTFUL PRESENCE []

Whenever you attack or perform an intimidating gesture, foes within a 30-foot burst must make Will saves or become shaken (if within the burst but not your immediate target) or panicked (if your immediate target).

Both effects last 3d6 rounds.

Foes who make successful saving throws are unaffected by this ability for one day.

GIFT OF LIFE (SP) []

Restores a dead creature to life, no matter how long it has been dead or what the condition of the body.

You can restore a creature to life against its will, but only with the permission of whatever deity rules the underworld or the divine realm where the mortal's soul resides.

You can also resurrect an elemental or outsider or a creature whose soul is trapped, provided it is not held by a deity of higher rank than you.

You cannot restore life to a creature that has been slain by the Hand of Death or by Life and Death ability of a deity of higher rank.

This ability otherwise works just like the *true resurrection* spell.

GROW CREATURE []

This ability works just like the *animal growth* spell, except that it can affect up to the listed number of creatures of the specified type, all of which must be within your line of sight when first affected.

The effect lasts one day.

HAND OF DEATH []

Snuff out the life of any mortal within your sensory range by pointing at it.

There must be an unbroken line of effect between you and the target.

This ability works just like the *destruction* spell, except that there is no material component.

If the target makes a successful Fort saving throw, it still takes 10d6 points of damage.

A mortal killed by this attack cannot be raised or resurrected, except by a deity of equal or higher rank using the Gift of Life, Life and Death, or Mass Life and Death salient ability.

INCREASED ENERGY RESISTANCE []

Gain extra resistance to the selected type of energy.

INCREASED DAMAGE REDUCTION []

Increase both aspects of your damage reduction.

INCREASED SPELL RESISTANCE []

Increase your spell resistance.

INDOMITABLE STRENGTH []

Gain a divine bonus of +25 to your roll whenever you are required to make an opposed roll involving Strength (including grapple checks).

This stacks with the normal divine rank bonus.

INSTANT COUNTERSPELL []

Counterspell any spell cast within your line of sight as a free action if you have access to the spell and make the required Spellcraft check.

This counts against your normal number of free actions each round.

IRRESISTIBLE BLOWS []

Resolve any melee attack with the selected weapon as a melee touch attack (ignoring the target's armor and natural armor bonuses).

If the weapon hits, the creature struck must make a Fort save or be stunned for 1d10 rounds.

An attack with the selected weapon against an object ignores the object's hardness.

IRRESISTIBLE PERFORMANCE []

Create any of the following effects when engages in any type of performance as a full-round action.

It affects up to the listed number of creatures within a burst with the listed radius, centered on you.

Once a creature saves successfully against any performance effect that allows a save, it cannot be affected again for one day.

- Creatures that fail a Will save are so engaged by the performance that they are unable to take actions. They suffer a -4 penalty to Armor Class, cannot succeed in Ref saves (except on a roll of 20), and cannot use shields. These effects last for as long as the performance and for up to 1 round per divine rank thereafter.

- Affected creatures are blissfully calm, becoming immune to fear and compulsion effects and rage, and any such effects already operating on them are countered and dispelled, except for those created by deities of higher rank than you.

The effects last as long as the performance and for up to 1 round per divine rank thereafter.

- Creatures that fail a Will save fall asleep for 1 hour per divine rank or until awakened.

This works exactly like the *sleep* spell except that any living creature can be affected.

You can end this effect at will.

- Creatures that fail a Fort save are so deeply moved that they simply die.

Only living creatures with Hit Dice equal to or less than your divine rank are affected.

KNOW DEATH []

Discern the exact moment and circumstances of any mortal creature's death just by looking at it.

KNOW SECRETS []

Learn a creature's entire history (including any embarrassing or vital secrets it might know) just by looking at it.

This ability is similar to the *legend lore* spell, except that it delivers instant results and the subject is allowed a Will save to avoid the effect.

LAY CURSE []

This ability works just like the *bestow curse* spell except that mortals get no save.

Deities of your divine rank or below are allowed Will saves to resist.

The curse can be removed only by a deity of your divine rank or higher.

You can affect up to the listed daily maximum of creatures at once, but all targets must be within your line of sight.

LAY QUEST []

This ability works just like the *geas/quest* spell except that it works only on mortals and it can be removed only by a deity of your divine rank or higher.

All targets must be within your line of sight when first affected.

LIFE AND DEATH []

Snuff out the life of any one mortal, or restore any dead mortal to life.

The subject must be in a location you can sense, either directly or remotely.

A subject that cannot be seen must be unambiguously identified in some fashion.

This ability works across planar boundaries and penetrates any barrier except a Divine Shield.

The death aspect of this ability works just like the *destruction* spell, except that there is no material component or saving throw.

The subject cannot be raised or resurrected afterward, except by a deity of equal or higher rank using the Gift of Life or Life and Death salient ability.

The life aspect works just like the *true resurrection* spell, except that there is no material component and the time the subject has been dead is irrelevant.

This ability cannot restore a creature to life against its will, but it can resurrect an elemental, outsider, or creature whose soul is trapped, provided it is not held by a deity of higher divine rank.

This ability cannot restore life to creature that has been slain by the Hand of Death, Life and Death, or Mass Life and Death ability of a deity with a higher divine rank.

After using either version of this ability, you must rest for 1 minute per Hit Die of the creature affected, unless you have the Death or Repose domain.

MASS DIVINE BLAST []

As Divine Blast, except that you can specify up to the listed number of targets and the type and dimensions of the area. Each use of this ability counts as a use of Divine Blast.

MASS LIFE AND DEATH []

As Life and Death, except that you can affect any number of mortals.

MASTER CRAFTER []

Create a masterwork item using the time and cost required for the base item.

Such an item has twice the normal hit points, and its break DC is increased by +10.

Creation of a nonepic magic item requires one day per 5,000 gp in the item's base price (minimum one day).

MIND OF THE BEAST []

Produce either of two distinct effects.

Awaken: As the *awaken* spell, except that the effect lasts a maximum of one day, and the awakened creature obeys your commands to the best of its ability.

All targets must be within your line of sight when first affected.

Slumber: Transmute any creature that fails a Fort save into a plant or animal of the same size or up to two size categories smaller.

Subjects turned into plants become objects; those turned into animals have the same abilities and statistics as the selected kind of animal.

POSSESS MORTAL []

Possess any mortal who fails a Will save in any location you can sense.

If the mortal is willing, only Divine Shield or Alter Reality (used by a deity of higher divine rank) can block or end possession.

If the mortal is unwilling, spells that prevent possession block this ability and those that end possession drive you out.

The possessed mortal effectively becomes your avatar for the purposes of sensing and communicating.

The mortal gains your type, +1 hit point per divine rank you have, and an Armor Class bonus of half your divine rank.

Its Intelligence, Wisdom, and Charisma scores rise to 5 points below yours, unless they are already higher than that.

The possessed mortal can use both its own skills and yours, using the higher skill rank when a skill is shared.

Ability bonuses to saves and skills reflect the new ability scores.

POWER OF LUCK []

Grant good or bad fortune to up to the listed number of creatures at a time.

All must be within your line of sight when first affected.

Subjects receive the listed luck bonus or penalty on attack rolls, saves, and checks for one day.

In addition, any creature that attacks you automatically suffers the luck penalty, and this does not count against your daily uses.

POWER OF NATURE []

Perform any of the following within the listed radius, at will, as a full-round action: Create or quell winds to produce anything from still air to tornado force winds; set the temperature anywhere from -50°F to 120°F; shake the earth, as the *earthquake* spell; or Create rain, sleet, hail, snow, or thunderstorms.

These effects last for the listed duration unless you end them earlier (a free action).

POWER OF TRUTH []

As the *discern lies* spell, except that it works continuously and applies to any creature you can perceive other than a deity of higher rank.

Also, force the listed number of creatures to make a Will save or be truthful for one day.

(All must be within the deity's line of sight when first affected).

Subjects who save become immune to this ability for one day.

REJUVENATION []

Return 1d10 days after suffering an attack that should destroy you from any creature other than a deity of higher rank, or in the listed number of days (minimum one) if the attack occurs in your own realm.

SEE MAGIC []

As *detect magic*, except that this ability covers the whole area you can see, and you immediately know the number of auras present, their locations, and their strengths.

Make a Spellcraft check to identify the school of each aura.

SHAPECHANGE (EX) []

As Shift Form, except as follows.

Assume the form of any animal, beast, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or plant, as long as the form is both living and corporeal.

Gain a +20 bonus on Disguise checks.

SHIFT FORM (EX) []

Assume the form of the listed creature.

Remain in the assumed form indefinitely, but resume your own form if slain.

Gain the physical and natural abilities of the new form while retaining your own mind.

Gain the new form's Strength, Dexterity, and Constitution scores, natural means of locomotion and attack, and extraordinary (but not spell-like or supernatural) abilities.

A body with extra limbs does not allow more attacks (or more advantageous two-weapon attacks) than normal.

Speed is that of the assumed form or your normal speed, whichever is higher.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form unless the assumed form can produce a substance or shed part of its body.

Equipment transforms to match the new form or melds into it and becomes nonfunctional if it is a form that does not use equipment.

Retain your own Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, base saves, outsider type, extraordinary abilities, spells, and spell-like abilities, but not your supernatural abilities.

Cast any spells for which you have components (including a humanlike voice for verbal components, humanlike hands for somatic components, and nonmelded material components).

Likewise, use divine powers not prohibited by the limitations of your form.

Change physical qualities such as hair color, hair texture, skin color, and gender as desired.

Create disguises, gaining a +15 bonus on Disguise checks.

SPEAK WITH CREATURE (SU) []

As a permanent *speak with animals* or *speak with plants* spell, or a *tongues* spell that allows conversation only with the specified type of creature.

SPONTANEOUS WIZARD SPELLS []

As a cleric's ability to cast *cure* spells spontaneously, except that this ability applies to wizard spells.

You must have sufficient Intelligence and wizard levels to cast the desired spell.

STRIDE []

Double your movement on the local or overland scales (see the *Player's Handbook*).

Impart the same benefit to the listed number of living creatures at once.

All must be within your line of sight when first affected.

Also, your height does not limit the distance you can jump.

SUNDER AND DISJOIN []

With a touch, destroy any weapon or item used against you in combat if it fails a save.

Treat a successful touch as a combination of a *disintegrate* spell and a *Mordenkainen's disjunction* spell, both targeted exclusively at the touched item.

An item remains vulnerable to this ability for up to one day after being used against you.

SUPREME INITIATIVE (EX) []

Always go first in the initiative order, regardless of your own initiative result or that of any other combatant.

If two or more deities with this ability are in the same battle, they act in order of their divine rank.

In the case of equal divine ranks, make an initiative check for each deity, and the one with the higher result goes first. After all deities with Supreme Initiative have acted, other combatants act in regular initiative order.

If desired, you can delay or ready an action, and doing so changes your initiative as noted in Chapter 8 of the *Player's Handbook*.

You can also refocus, resuming your position at the beginning of the initiative order.

TRUE KNOWLEDGE []

Always succeed at bardic knowledge or lore checks, no matter how obscure the knowledge.

Speaks and understand all languages.

Use *legend lore* and *analyze dweomer* as free actions at will.

These actions count against your maximum number of free actions per round.

TRUE SHAPECHANGE (EX) []

As Shift Form, except that you can take any form, object or creature, living or unliving, corporal or incorporeal, and gain the supernatural abilities of the assumed form.
Gain a +20 bonus on Disguise checks.

UNDEAD MASTERY []

Automatically command or destroy up to the listed number of undead creatures at a time as a free action, as often as desired.
This counts against the normal limit of free actions per round.

UNDEAD QUALITIES []

Gain immunity to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect requiring a Fort save, unless it affects objects.
Ignore mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).
You are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

WAVE OF CHAOS []

Create a *confusion* effect (as cast by a sorcerer of level 10 + your divine rank) that extends from you in a spread with the listed radius.
Creatures within the spread are allowed Will saves to resist the effect.

WOUND ENEMY []

Any physical weapon (natural or manufactured) that you use deals its normal damage, plus an extra +1d6 points of damage per round thereafter from blood loss.
Multiple wounds result in cumulative blood loss (two wounds for +2d6 points of damage per round, and so on).
The bleeding can be stopped only by a successful Heal check (DC 15 + your rank) or the application of any *cure* spell or other healing spell.

SKILL TRICKS

COMPLETE SCOUNDREL (3.5)

ACROBATIC BACKSTAB [MOVEMENT]

You dart past your opponent's attacks, ending up perfectly positioned for a devastating counterattack.

Prerequisite: Tumble 12 ranks.

Benefit: If you succeed on a Tumble check to move through an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your current turn.

Your enemy must be standing on the ground or floor in order for you to use this trick.

ASSUME QUIRK [INTERACTION]

You can perfectly imitate a small habit or idiosyncrasy of a person you impersonate in order to throw off suspicion.

Prerequisite: Disguise 5 ranks.

Benefit: When impersonating a particular individual, you can eliminate the normal Spot bonus granted to a viewer familiar with that individual (PH 73). The effect extends to all viewers.

Using this trick requires no special action, but you can maintain the deception for only 1 hour per day.

BACK ON YOUR FEET [MOVEMENT]

You can hop back to your feet instantly if you fall.

Prerequisite: Tumble 12 ranks.

Benefit: If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.

CLARITY OF VISION [MENTAL]

You can briefly see invisible opponents.

Prerequisite: Spot 12 ranks.

Benefit: As a swift action, you can attempt a DC 20 Spot check.

If successful, you focus your vision so clearly that you can pinpoint the location of invisible creatures within 30 feet. This clarity lasts until the end of your turn.

CLEVER IMPROVISER [MANIPULATION]

Tools? Why would you need tools? It's just a combination lock with a poison needle trap, after all.

Prerequisite: Disable Device 5 ranks, Open Lock 5 ranks.

Benefit: When making a Disable Device or Open Lock check without using thieves' tools, you ignore the normal –2 penalty.

You can use this trick any number of times per day until you fail a Disable Device or Open Lock check made without using thieves' tools.

After a failure, you can't use Clever Improviser again until after you have rested for 8 hours.

COLLECTOR OF STORIES [MENTAL]

You've heard so many tales of legendary monsters that you remember all sorts of gory details.

Prerequisite: Knowledge (any) 5 ranks.

Benefit: When you attempt a trained Knowledge check to identify a creature or to learn its special powers or vulnerabilities, you gain a +5 competence bonus on the check.

CONCEAL SPELLCASTING [MANIPULATION]

You can cast spells without others noticing.

Prerequisite: Concentration 1 rank, Sleight of Hand 5 ranks, Spellcraft 1 rank.

Benefit: You can cast a spell without revealing that you are doing so.

Make a Sleight of Hand check as part of the action used to cast the spell, opposed by the Spot checks of onlookers.

If you are successful, an observer can't tell that you're casting a spell.

That observer cannot make an attack of opportunity against you for casting, nor can it attempt to counter your spell.

CORNER PERCH [MOVEMENT]

You can brace yourself against walls to leave your hands free.

Prerequisite: Climb 8 ranks.

Benefit: If you succeed on a Climb check to ascend or descend either a "chimney," where you can brace against opposite walls, or a corner where you can brace against perpendicular walls (PH 69), you can suspend yourself momentarily.

Until the end of your next turn, you can use your hands freely for any other purpose (including attacking) without risk of falling.

At the end of your next turn, you fall from the wall unless you succeed on a Climb check against the normal DC + 5 (made as a move action) or you have succeeded on another Climb check to move up or down the wall as normal.

Example: Ember the monk succeeds on a DC 15 Climb check to scramble up 10 feet (one-quarter of her speed) into a corner formed by two typical dungeon walls.

Using Corner Perch, she then braces her legs against the walls and uses her remaining standard action to draw and throw a shuriken at a bugbear on the ground below her.

On her next turn, still braced in the corner, she draws her quarterstaff and attacks an ogre that has moved next to her, gaining a +1 bonus on the attack roll for higher ground.

At the end of that turn, she drops from the wall rather than attempting to hold her position.

Since she has the slow fall class feature, Ember takes no damage from the drop.

DISMOUNT ATTACK [MOVEMENT]

You can leap out of the saddle onto a foe.

Prerequisite: Ride 5 ranks.

Benefit: If your mount has moved at least 10 feet in this round and you succeed on a fast dismount (Ride, PH 80), you can use a standard action to attack an adjacent opponent as if you had charged that opponent.

EASY ESCAPE [MANIPULATION]

You can slip free from the grasp of a larger enemy with ease.

Prerequisite: Medium or smaller size, Escape Artist 8 ranks.

Benefit: If your opponent is larger than Medium, you gain a circumstance bonus on your Escape Artist check to escape a grapple or pin.

The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size	Escape Artist Bonus
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

ESCAPE ATTACK [MOVEMENT]

You can follow a successful escape with a swift attack.

Prerequisite: Escape Artist 8 ranks.

Benefit: When you escape a grapple, you can make a single melee attack with a light weapon as a swift action against the opponent that was grappling you. The opponent is considered flat-footed against this attack. You must have the weapon in hand at the beginning of your turn in order to use this trick.

EXTREME LEAP [MOVEMENT]

Your extraordinary leaping ability carries you over great distances.

Prerequisite: Jump 5 ranks.

Benefit: If you make a horizontal jump of at least 10 feet during your turn, you can spend a swift action to move an additional 10 feet on that turn.

FALSE THEURGY [MANIPULATION]

"How's that *magic missile* feel? I'm sorry—did you think I was casting *sleep*?"

Prerequisite: Bluff or Sleight of Hand 8 ranks, Spellcraft 8 ranks.

Benefit: As a swift action when casting a spell, you can adjust the spell's verbal and somatic components to mimic those of another spell of your choice of the same level.

Any creature using Spellcraft or any other means to identify the spell you're casting believes it to be the other spell instead.

This trick renders your spell immune to the normal method of counterspelling, though *dispel magic* or a similar effect still works normally.

Of course, once the spell takes effect, it can be identified and dealt with normally (a *fireball* still looks and feels like a *fireball* once you've cast it).

GROUP FAKE-OUT [INTERACTION]

You lean left, go right, and leave a whole group of enemies holding the bag.

Prerequisite: Bluff 8 ranks.

Benefit: You can use Bluff to feint in combat (PH 68) against more than one opponent.

Make one Bluff check opposed by separate Sense Motive checks for each opponent.

For each opponent after the first that you wish to affect, you take a cumulative -2 penalty on your Bluff check.

Example: Lidda wants to feint against a group of three orcs, so she rolls a Bluff check with a -4 penalty.

Each orc rolls a separate Sense Motive check opposed by Lidda's adjusted Bluff check result.

HEALING HANDS [MANIPULATION]

You can bring someone back from the brink of death.

Prerequisite: Heal 5 ranks.

Benefit: If you succeed on a Heal check made to stabilize a dying character, that character also heals 1d6 points of damage.

HIDDEN BLADE [MANIPULATION]

You can quickly draw a hidden weapon to make a deadly strike.

Prerequisite: Sleight of Hand 5 ranks, Quick Draw.

Benefit: After you have used the Sleight of Hand skill to successfully conceal a weapon (PH 81), you can draw that weapon as a move action instead of a standard action.

An opponent that was unaware of the concealed weapon is treated as flat-footed against the first attack you make in that turn.

LEAPING CLIMBER [MOVEMENT]

There's no better way to start a tough climb than by leaping up the wall.

Prerequisite: Climb 5 ranks, Jump 5 ranks.

Benefit: If you begin a climb by making a Jump check as a swift action, you can add the vertical distance of your jump to the distance climbed in that round.

Treat the Jump check as being made with a running start even if you didn't move at least 20 feet.

Example: Ember the monk is standing at the base of a craggy cliff and wants to scale the cliff as quickly as possible.

She spends a swift action to make a Jump check and gets a result of 24. Thus, she adds 6 feet to the distance she climbs in that round.

LISTEN TO THIS [MENTAL]

You can perfectly repeat to others what you hear.

Prerequisite: Listen 5 ranks.

Benefit: Whenever you make a successful Listen check to hear a noise, you can describe that sound any time up to 1 hour later with such clarity that any individuals hearing the description are treated as if they had heard the sound themselves.

This trick is particularly useful if you overhear a conversation but don't understand the language spoken, since it allows you to repeat it verbatim to an ally who might be able to translate.

MAGICAL APPRAISAL [MENTAL]

You can judge the usefulness of magic items.

Prerequisite: Appraise 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 12 ranks.

Benefit: When you succeed by 5 or more on a Spellcraft check to determine the school of magic of the aura surrounding a magic item (by casting detect magic), you can then spend 1 minute concentrating to also learn the properties of the item, as if you had cast identify.

You can use this skill trick once per day.

MOSQUITO'S BITE [MANIPULATION]

You can deliver a vicious strike without your target feeling a thing.

Prerequisite: Sleight of Hand 12 ranks.

Benefit: If you use a light weapon to hit a flat-footed opponent, you can choose to have the opponent not realize that it has been hit until the start of your next turn. Instead, that opponent reacts as if you had attacked and missed.

Using this skill trick doesn't require an action on your part. This trick doesn't allow the opponent to ignore any of the other effects of your attack, such as ability damage from poison on your blade or falling unconscious when reduced to fewer than 0 hit points.

NEVER OUTNUMBERED [INTERACTION]

You can demoralize multiple enemies.

Prerequisite: Intimidate 8 ranks.

Benefit: When you use Intimidate to demoralize an opponent (PH 76), you can affect all enemies within 10 feet that can see you, rather than only a single enemy you threaten.

Each enemy rolls a separate modified level check to oppose your Intimidate check, but the skill check otherwise works as normal.

NIMBLE CHARGE [MOVEMENT]

You can run across treacherous surfaces with ease.

Prerequisite: Balance 5 ranks.

Benefit: You can run or charge across a difficult surface without needing to make a Balance check (PH 67).

NIMBLE STAND [MOVEMENT]

You can rely on your acrobatic talent to stand up from prone safely.

Prerequisite: Tumble 8 ranks.

Benefit: You can stand up from prone without provoking attacks of opportunity.

OPENING TAP [MANIPULATION]

"No time to waste on tools—a sharp tap should pop that lock!"

Prerequisite: Open Lock 12 ranks.

Benefit: As a swift action, you can make an Open Lock check with a -10 penalty by tapping a lock with a hard, blunt object such as the pommel of a weapon.

You don't take any additional penalty for making the check without thieves' tools.

You can use this trick any number of times per day until you fail an Open Lock check made in this way.

After a failure, you can't use Opening Tap again until after you have rested for 8 hours.

POINT IT OUT [MENTAL]

You can show others what you see.

Prerequisite: Spot 8 ranks.

Benefit: When you make a successful Spot check, you can spend an immediate action to grant a single ally a free Spot check to see the same thing (with a +2 circumstance bonus). Your ally must be within 30 feet of you and able to see or hear you to benefit from this effect.

QUICK ESCAPE [MANIPULATION]

In the blink of an eye, you can escape nearly any tight spot.

Prerequisite: Escape Artist 12 ranks.

Benefit: This trick has two options, either of which can be used once per encounter.

You can make an Escape Artist check to escape from a grapple or pin as a swift action.

You can use this trick even if you have already used a standard action on your current turn to attempt the same escape.

Alternatively, you can make any Escape Artist check that would normally require a full-round action as a move action.

You can't use this option more than once per day against the same kind of restraint.

QUICK SWIMMER [MOVEMENT]

You can push yourself to swim faster.

Prerequisite: Swim 5 ranks.

Benefit: If you succeed on a Swim check to move at least 10 feet, you can move an extra 10 feet as part of that action.

SECOND IMPRESSION [INTERACTION]

You can convince someone of your false identity even after your disguise fails.

Prerequisite: Bluff 5 ranks, Disguise 5 ranks.

Benefit: If an observer sees through your disguise with a successful Spot check, you can (as an immediate action) attempt a Bluff check to convince him that he's mistaken. Use the observer's Spot check result as the DC for your Bluff check; if you succeed, the observer ignores the evidence of his own senses in favor of what your disguise attempts to show.

You must be aware of the observer's discovery in order to use this trick; for example, you can't use it against someone viewing you secretly, nor can you use it against someone who sees through your disguise but keeps that information secret.

When in doubt, the DM should allow a character to use this trick if she has any reason to fear that her cover has been blown.

You can use this trick only once per day, but its effect extends to all viewers within 30 feet of you.

For example, you could attempt it against an entire patrol of guards confronting you just as effectively as against a single person.

This trick doesn't let you maintain a disguise that has been defeated by other means; for example, if your disguise self spell is penetrated by a true seeing spell, Second Impression won't help.

SHROUDED DANCE [MANIPULATION]

You can seem to be where you aren't.

Prerequisite: Hide 8 ranks, Perform (dance) 5 ranks.

Benefit: As a move action, you can attempt a DC 20 Hide check.

If you succeed, you have concealment until the start of your next turn.

SOCIAL RECOVERY [INTERACTION]

You can talk your way out of a problem you talked yourself into.

Prerequisite: Bluff 8 ranks, Diplomacy 5 ranks.

Benefit: If your Diplomacy check to influence an NPC's attitude fails, you can spend another full round talking to the NPC, then make a Bluff check with a -10 penalty.

Use the result of this check in place of the Diplomacy check result, except that it can't improve the NPC's attitude by more than one step.

Once you use this skill trick (successfully or not), you cannot use it against the same target again for 24 hours.

SLIPPING PAST [MOVEMENT]

You can slip through a tight space without breaking stride.

Prerequisite: Escape Artist 5 ranks, Tumble 5 ranks.

Benefit: As a swift action, you can ignore the additional movement cost and penalty on attack rolls and to AC when squeezing through a narrow space (PH 148). The benefit lasts until the start of your next turn.

SPEEDY ASCENT [MOVEMENT]

You can produce a burst of speed when climbing.

Prerequisite: Climb 5 ranks.

Benefit: If you succeed on a Climb check to move at least 10 feet, you can move an extra 10 feet as part of that action.

SPOT THE WEAK POINT [MENTAL]

Your keen eyes allow you to place attacks where they'll do the most good.

Prerequisite: Spot 12 ranks.

Benefit: As a standard action, you can attempt a Spot check to find a weakness in your opponent's defenses. The DC of this check equals the opponent's AC.

If the check succeeds, your next attack against that opponent (which must be made no later than your next turn) is treated as a touch attack.

If you use a ranged weapon to deliver the attack, your opponent must be within 30 feet of you in order for you to benefit from the trick.

SUDDEN DRAW [MANIPULATION]

You can quickly draw a hidden weapon to make a deadly strike.

Prerequisite: Sleight of Hand 8 ranks, Quick Draw.

Benefit: If an opponent provokes an attack of opportunity from you, you can draw a weapon that you have successfully concealed using Sleight of Hand (PH 81) as an immediate action to deliver the attack of opportunity with that weapon.

That opponent is treated as flat-footed against the attack with the concealed weapon.

SWIFT CONCENTRATION [MENTAL]

You can maintain your mental focus while attending to another task.

Prerequisite: Concentration 12 ranks.

Benefit: You can maintain concentration on a spell or similar effect as a swift action.

TIMELY MISDIRECTION [INTERACTION]

You can divert an opponent's attention to avoid its attacks.

Prerequisite: Bluff 8 ranks.

Benefit: If you succeed on a Bluff check to feint in combat (PH 68), your opponent can't make any attacks of opportunity against you until the start of its next turn. This effect is in addition to the normal benefits of a successful feint.

TUMBLING CRAWL [MOVEMENT]

You can safely roll away from danger.

Prerequisite: Tumble 5 ranks.

Benefit: By succeeding on a DC 15 Tumble check, you can crawl 5 feet as a move action without provoking attacks of opportunity.

Crawling normally provokes attacks of opportunity from any attackers who threaten you at any point during your crawl (PH 142).

TWISTED CHARGE [MOVEMENT]

You can charge in a crooked line.

Prerequisite: Balance 5 ranks, Tumble 5 ranks.

Benefit: When you charge, you can make one turn of up to 90 degrees during your movement.

You can't move more than your speed as part of this charge. All other restrictions on charges still apply, and you must have line of sight to the opponent at the start of your turn.

UP THE HILL [MOVEMENT]

You can move quickly up a slope.

Prerequisite: Balance 5 ranks, Jump 5 ranks.

Benefit: You can move up a steep slope or stairs at your normal speed instead of at half speed.

This effect lasts for 1 round.

WALK THE WALLS [MOVEMENT]

You can run straight up a wall for a few seconds.

Prerequisite: Climb 12 ranks, Tumble 5 ranks.

Benefit: You can move up a wall without making a Climb check.

Each 5 feet of vertical movement costs you 4 squares of movement, and you must begin and end your turn on a horizontal surface.

WALL JUMPER [MOVEMENT]

There's no better way to end a tough climb than by leaping from the wall.

Prerequisite: Climb 5 ranks, Jump 5 ranks.

Benefit: If you have succeeded on a Climb check to ascend or descend a wall during this or your previous turn, you can leap horizontally from that wall as if you had a running start.

WHIP CLIMBER [MANIPULATION]

You can use a whip as a grappling hook.

Prerequisite: Use Rope 5 ranks, proficiency with the whip.

Benefit: You can use a whip as a makeshift grappling hook, lashing it around a protrusion or other firm, weight-bearing object in order to climb a wall or swing across a chasm.

You make Climb checks using the whip as if it were a normal rope.

Using this feat requires a Use Rope check as normal for securing a grappling hook (PH 86) but takes only a move action.